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**THE UK'S BEST-SELLING N64 MAGAZINE**

All you need  
**132**  
PAGES  
for your N64!

**REVIEWED!**

## **F-ZERO X** p54

The racing game to die for!  
First ever review only in  
this magazine

## **MISSION: IMPOSSIBLE** p40

It's here at last, but has the  
wait been worth it?

## **WWF WARZONE** p48

Survival of the fattest! Sheer  
wrestling brilliance. In pants

## **TONNES OF TIPS!** p67

Complete solution to Banjo-  
Kazooie and loads more



**and it bites!**

# **TUROK 2**

**More guns! More gore! More roar!**  
**Over 80 exclusive new shots...**

**PLUS!**  
**JAPANESE  
AND U.S.  
NEWS AND  
REVIEWS!**



**TOP GEAR  
OVERDRIVE**

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**HYBRID  
HEAVEN**

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SEPTEMBER  
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19**





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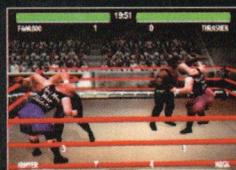
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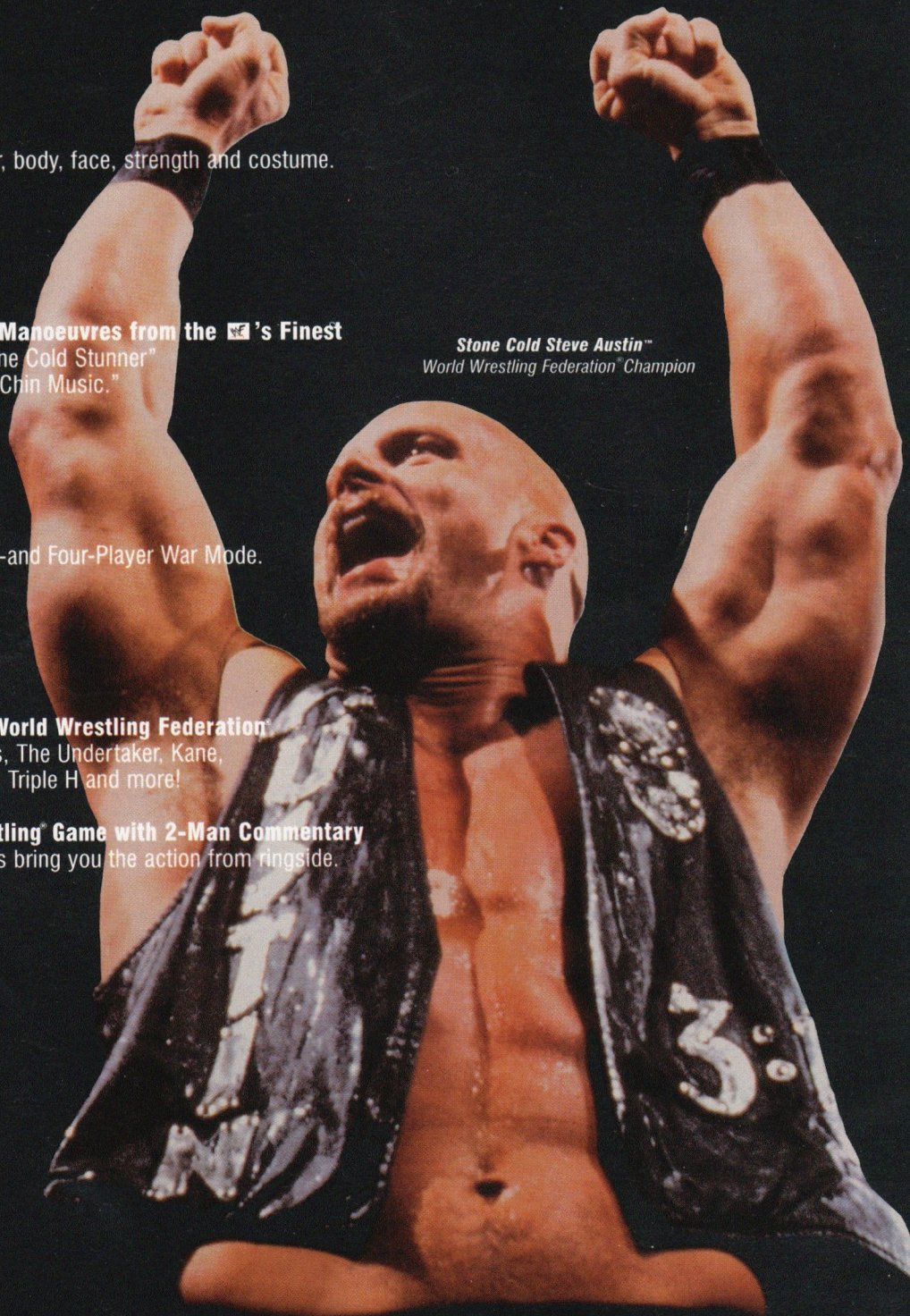
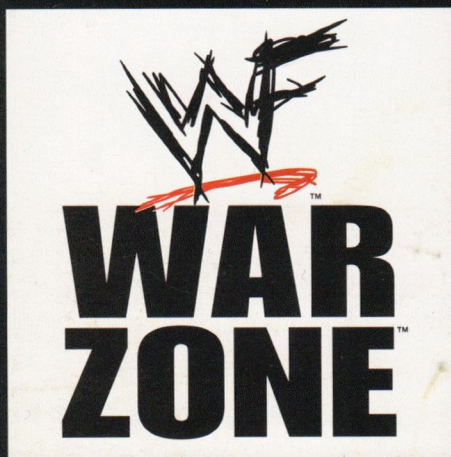


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# WELCOME TO

# N64

MAGAZINE

**At 132 pages N64 Magazine is Britain's biggest and best selling Nintendo 64 mag; and here's why**

We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.

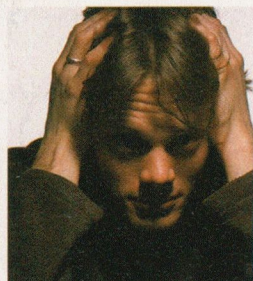
Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.

The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.

Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.

N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.



## Shhh. Keep your voice down



ou join us at a very tense time on N64 Magazine. Tim is on the final race of the final cup in *F-Zero*. I'm going to have to type quietly – he's only got one life left and if he falls off it's curtains... Ooops. Oh dear. He's hit the ice... Oh well. I'm

glad none of you can hear that.

*F-Zero* is a brilliant game, though. Super fast and accursedly difficult (thank goodness), it's the N64's first world-beatingly brilliant, straight racing game. We've got Britain's first review and it starts on page 54.

Elsewhere this month, Martin's had a lot of fun playing Doctor Frankenstein with Acclaim's *WWF Warzone*. The number of freaks he's managed to conjure up with the help of the game's create-a-player mode, and his warped imagination, really has to be seen to be believed. A bit disrespectful to Mr Miyamoto, maybe, but you can judge for yourself on page 48.

I put a bet on England winning the World Cup. "England will win!" I said. "Or I'll have all my hair cut off." It's a lot colder around my ears nowadays, but I've got better peripheral vision, so there's always a silver lining.

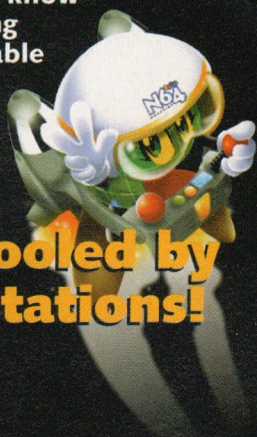
Of course, by the time you read this, *Banjo-Kazooie* should have been in the shops for a couple of weeks. If you've bought it already, well done. If you haven't, I hope your copy's reserved. It's an enormous game, and you're bound to get stuck somewhere. When you do, our pedantically exhaustive guide will have the answers you need. Be careful as you turn to page 67, though: you might find out more than you bargained for.

Tim's about half way through that last cup again, and already the air's turned blue. Kind of makes me wish for a return to the muffling embrace of my hair. Ho hum.

Enjoy the issue.

**JAMES ASHTON**  
EDITOR, N64 MAGAZINE

**Don't be fooled by feeble imitations!**



GO!  
GO!

# N64

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September 1998



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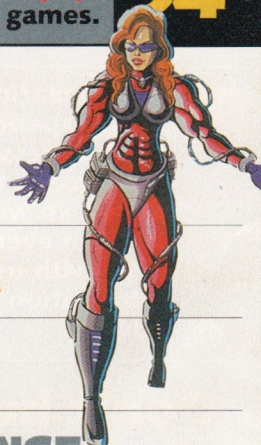
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## OFFROAD CHALLENGE



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Your first look at the **BIG** new N64 games!

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Better than you could possibly imagine.



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TGR's sequel! And it's faster than ever!



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...find absolutely everything (and paste Gruntilda) in

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EVERYTHING you'll ever need to know...

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...beat Nintendo and play 1080° Snowboarding right now

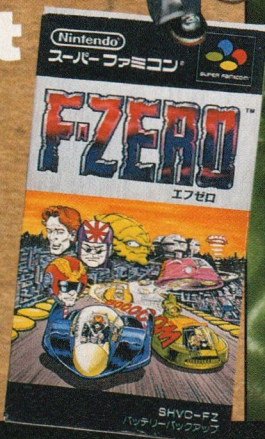
Our friends in Oz come up trumps! Stick one on the barbie!



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The Great Nintendo Car Boot Sale

We shove Shigsy aside and dig up 50 classic games that belong in Nintendo's car boot!



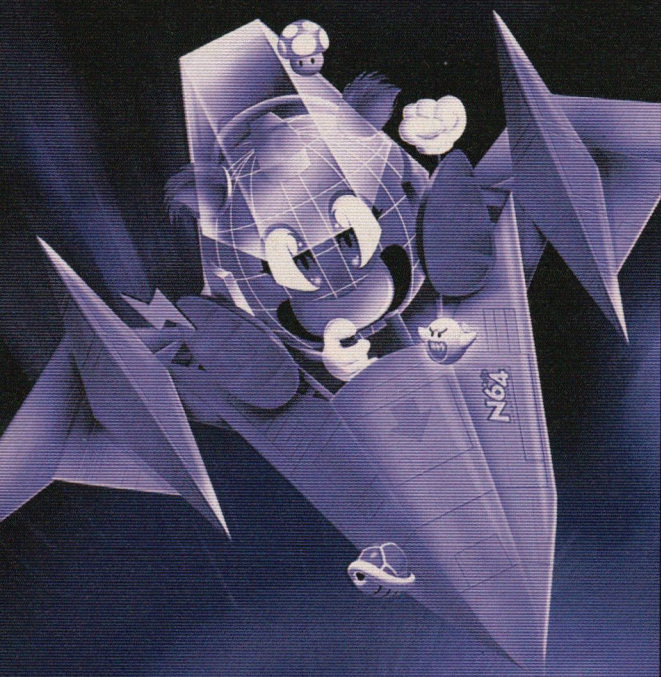
SPECIAL INVESTIGATION

# TUROK 2

It's one of the best games of '98 and you're **FIRST** to see its latest levels. Over 80 new shots await...

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**N64**  
MAGAZINE

# FUTURE LOOK

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## WANT MORE NEW GAMES?

Check out the **Coming Soon** section of **Planet 64** on page 18!

GO!  
GO!



△ The very-briefly-seen battle system. And Slader scraps with an alien.



△ One of the best cut scenes currently running. Just look at the detail.

▷ Slader sitting in front of the TV and watching the news report. Excellent.



◁ It would seem as if the D-pad is involved in choosing moves, then.

▷ Slader. And door. Hybrid Heaven's locations are lovely. And full of doors.



**H**ybrid Heaven truly is like watching a film. A bit of a slow film maybe (the video we got our grubby mitts on this month lacked a certain amount of *umph* speed-wise, so expect that to be addressed fairly sharply) but a film, nonetheless.

The numerous cut scenes are outstanding. Take, for example, when John Slader – the hero of the game and the man handed the task of saving the US President from the hybrids of the title –

massive. Some of the visuals are incredible, particularly the aforementioned New York subway section and, also, a strangely Blade Runner-esque set piece, where Slader stands on a hovering platform as it descends through a circular tunnel, lit up by Japanese neon signs and air vents. Gorgeous, indeed.

The amount of time spent on just sharpening the textures out in the game (talked about in more depth with Hybrid Heaven Director Yasuo Daikai, in N64/18) has really been worth it. The characters and environments are pin-sharp, a look that very few N64

**VISUALS** ● The characters and environments are pin-sharp, a look that very few N64 developers have managed to achieve.

wanders into a New York subway, as a train pulls into the station, for a rumble with Mysterious Red Jacket Man™. As the camera pulls back, Red Jacket pulls out a gun and, following long moments of tough staring, shoots Slader. But, he doesn't die. Or, does he?

Then, there's the section, set in Slader's darkened, futuristic lounge, where our hero sits in front of the television, his body flashing green and red from the pictures, as it broadcasts a news story (in a superb, slightly grainy TV way) of a bloke in a brown jacket giving a press conference. After that, Slader gets up and walks to the answering machine, where he's just received a message. Beside the machine is a photo of a woman who may, or may not, be his girlfriend/wife. He seems pretty sad looking at it... Which means what?

There's a good spadeful of loose ends to tie up, that's for sure, but watching this new video of Hybrid Heaven confirmed that its potential is still

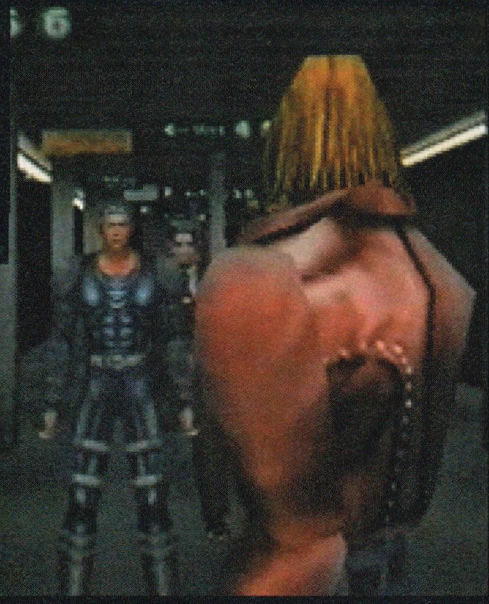
developers have managed to achieve. Animation-wise, things are also impressive with Slader's run – although slow – authentically done. Oh, and the aliens, or hybrids, look pretty special too.

Indeed, the hybrids actually seem pretty nasty. There's a section where Slader opens a door and immediately in front of him is a member of his team who then drops forward dead. Behind him, stands an organic hybrid who raises his bloodstained fists, ready for battle.

Disappointingly, there was very little footage of the fighting system and the snippets of the game we did see gave little clue as to how exactly Hybrid Heaven's scraps work. And there were plenty of sections where Slader just seemed to be running about a lot, which possibly suggests the levels have yet to be properly populated. But, even so, there's no denying that Konami have a little nugget on their hands. And, as soon as we get more information, you'll be the first to know...



▷ Slader is scanned by this machine before entering the next level.



◁ Dark and moody Hybrid Heaven. Not as gory as Resident Evil but just as frightening.

△ Squaring up to an alien. And, zooming in on it...

△ ...It sticks its hooks up, ready to fight it out.




△ Not much heavenly about this, eh? But, it's a hybrid.



△ Slader on one of his many jaunts towards one of the many doors.  
Hybrid Heaven displays its mean streak as one of Slader's party gets it.

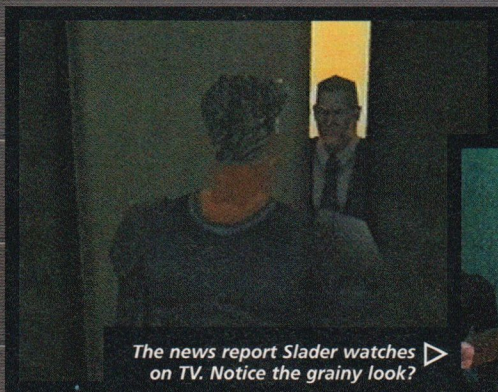
△ The utterly fantastic subway sequence where Red Jacket and Slader face-off.

Hybrid Heaven		
KONAMI		
	Spring '99	1
UK release Summer '99		



# HYBRID HEAVEN

## alien resurrection



The news report Slader watches on TV. Notice the grainy look?

◁ Strange visitors drop in on Slader's abode. And he shuts the door on them.



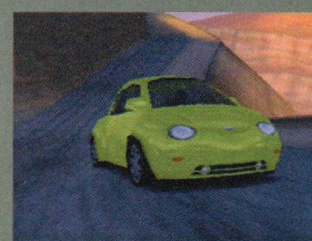
△ A train comes into a New York station. Then, the camera pans...

▽ ...To watch as Slader and mystery friend come on down for a rumble.



**TO BE CONTINUED...** We'll have even more exciting new shots of Hybrid Heaven next issue.



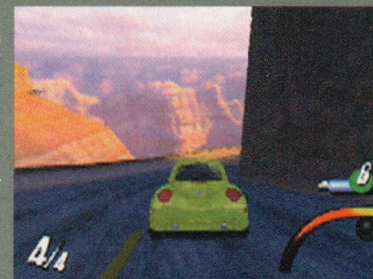


△ The new style Beetle. Take it out and give it a going over.

△ Looks a bit like the first course in Top Gear Rally, does it not? Ah, but don't go worrying...

...Because there's also tracks like this, in the Grand Canyon... ▷

◁ ...And this in the, er, city. Fast and amazingly detailed. Lovely.



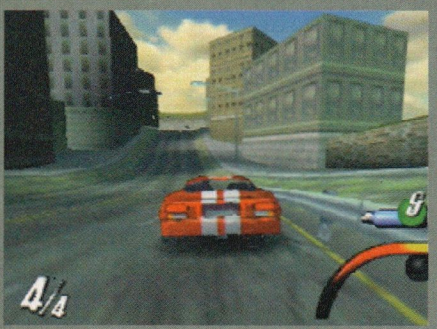
# TOP GEAR OVER



## The hills are alive!

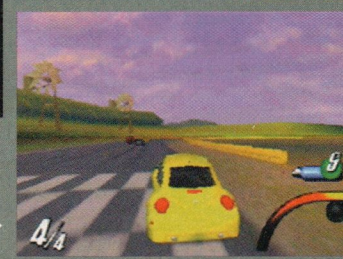
Top Gear Rally's main problem? The blandness of its surroundings. The resolution was high but the detail was low. Well, that's all about to change. With *Overdrive*, Snowblind have ensured that every track has as much peripheral detail as possible (taken a step further by the fact that the environments are fully interactive). Just look at these screenshots. Notice the reddened canyon in the background? Notice how much concrete there is in the city area? Even the countryside levels have windmills and barns to catch the eye as you whizz past. Top Gear Rally's only fault sorted out, then? Mmm, yes. Roll on Autumn, eh?

◁ Excited? You bet you are. V-Rally 64 has got some serious competition.



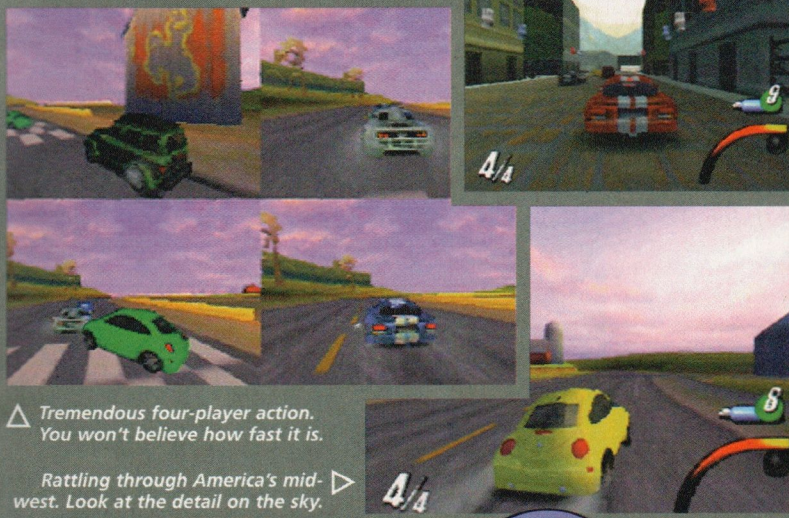
△ Stormy jungle level. Now this is what an N64 racer should look like. Oooh, we can't wait.

The blue-green bar shows you ▷ how many nitros you've got.



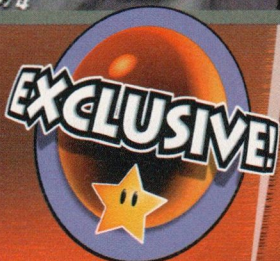


Just put your foot down and head  
for that sunset. Wonderful!



△ Tremendous four-player action.  
You won't believe how fast it is.

▷ Rattling through America's mid-  
west. Look at the detail on the sky.



Top Gear Overdrive

KEMCO



Autumn '98



1-4

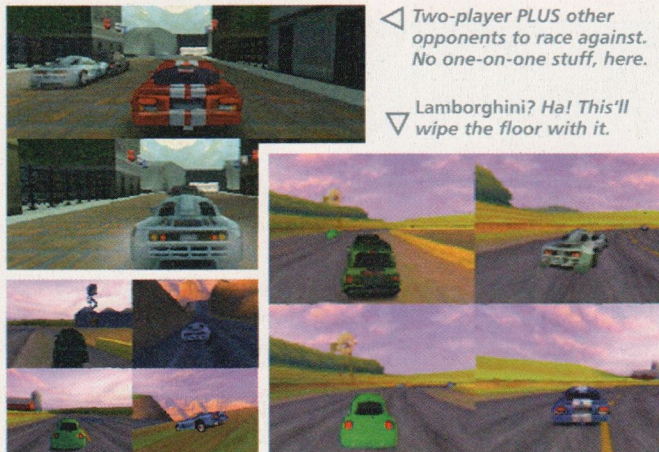
UK release: Winter '98

# DRIVE

## rage racer

### More player!

Having a play of *Top Gear Rally's* two-player mode, would have made you realise one thing. It was criminally slow. Okay, so it got faster as you got further into the game but, even so, it could hardly compare with the room-shakingly good *Mario Kart*. *OverDrive*, however, is about to redress the balance, throwing four players into a head-to-head. *Automobili Lamborghini*? Not a bit of it. *OverDrive's* premier consideration is speed, cutting down much of the background detail so that the frame rate never drops. In fact, Snowblind believe the multiplayer will be just as fast as the single player. Nice.



△ Two-player PLUS other  
opponents to race against.  
No one-on-one stuff, here.

▽ Lamborghini? Ha! This'll  
wipe the floor with it.

**T**his, then, is the first of the two much anticipated follow-ups to *Top Gear Rally*, still the best serious racer on the N64. *Overdrive*, though, is not *Top Gear Rally 2* – that's to arrive on the 64DD if, and when, it appears. No, this is something of an in between, with a slightly different feel.

Anyone who rattled around *TGR's* fantastically fast, but graphically bland, courses, will have noted how serious the actual competitions were. Win at all costs but never drift outside the rules. It made for a tremendously entertaining experience but one that, perhaps, lacked a bit of personality and variety.

Not so, here. New developers Snowblind – based in Washington state and comprising "seasoned veterans of the games industry" according to head, Brian Sostrom – have created an entirely new engine from scratch, complete with lashings of scenic detail, and a slightly different slant to its predecessor. You see, the courses are now fully interactive, meaning you can yank your car across the road and knock over oil drums, traffic cones or hay bales (hopefully so they fall directly into an opponent's path).

### MASTERY

**There're now power-ups to collect. Nitro boosts are littered about every track, as are turbo pads, oil slicks and cash 'points'.**

Also, there're now power-ups to collect too. Nitro boosts are littered about every track, as are turbo pads, oil slicks and cash 'points'. The latter are particularly useful, allowing you to shop around post-race, in the *Overdrive* garage, for extra bits and bobs to help customise your car or, if you save up, a complete new vehicle.

To begin with there are eight cars to choose from but, like the structure of the game, they're very different to those you'll remember from *TGR*. Detroit V8s and the new Beetle model are the ones you're most likely to recognise, but there's also European 'exotics', like Ferraris and Porsches, as well as concept cars, which are basically vehicles created entirely by Snowblind.

Some things haven't changed, though. Whilst the number of tracks has been upped to seven, the racing will, once again, be split across a number of different seasons and weather conditions.

This time around there're a few additions, but expect the hairpin bends, snaking hill roads and secret shortcuts to include the same mix of fog, night and snow driving as well as monsoons, different strengths of rain and dusk variants. The seasons will also change as you progress, from spring right through to winter.

*Top Gear Overdrive* is looking absolutely brilliant. It's as lightning fast as ever, but there's now some extra features to ensure that the way it plays is significantly different from the first game. With this, *V-Rally 64* and *F1 World Grand Prix*, the N64 truly will have the very best selection of driving games... **N**

TO BE CONTINUED...

We'll keep you updated with *Top Gear Overdrive's* progress as it rattles along in development...



## PREVIEW OF KEMCO'S FANTASTIC TIME CRISIS IN A CHOPPER

Once known as *Blade and Barrel*, *Knife Edge* is Kemco's long-in-development chopper sim with a difference. Eschewing the popular, *Jungle Strike*-style approach to these games – where a military psycho has taken over a small central American country (repeat to fade) – *Knife Edge* is set on Mars.

But that's not the only change you'll notice. Perhaps the biggest difference between this and, say, a game like *Chopper Attack*, is the fact that *Knife Edge* follows a pre-set route through its levels. Rather like *Time Crisis*, the game plonks you down in one section, has you clear out that area, and then moves you onto the next. In this case it's not gun-toting criminals springing up from behind cars, but enemy spaceships and installations that need a good pasting. The autopilot set-up doesn't mean things will go swimmingly, though. Your chopper swings all over the place and, if you happen to catch a nasty one from the enemies, expect things to go the shape of a pear, as you collide with walls and surface objects.

## LIFESPAN

**The actual game never plays exactly the same, regardless of how many times you come back to it.**

back to it, because every time you begin, the computer is immediately calculating navigator personality, difficulty level and kill ratios.

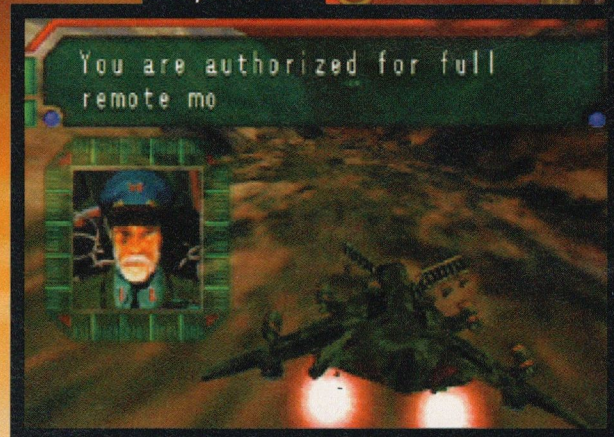
The helicopters are equipped with a number of default weapons but, as you progress through the human settlements, alien cities and Martian landscapes of the six huge stages, you can upgrade your arsenal by picking up power-ups. Using the Right shoulder button, you can also strafe and

sweep. This took some getting used to as N64 played the E3 show version, because the game runs on rails but *still* allows you a degree of control over what you're doing. Luckily, the learning curve looks to be cunningly set.

*Knife Edge*, then. The decision to completely scrap the more straight-

Robots aplenty for you to aim at. And kill.

Impressive amounts of sampled speech too.



## KNIFE

The story sets you the task of swooping through Mars' first 'pioneer' colony, where aliens have overrun the human population and where only *you* can possibly stop them, etc, etc. Slipping inside the velvet confines of your futuristic 'copter, the game evolves depending on how good a gamesplayer you are. So, like Iguana's excellent *Forsaken*, if you're not doing so well, *Knife Edge* will send you on a different, less enemy-packed course. However, *Forsaken* had three possible routes. *Knife Edge* will have four.

Your progress could also evolve differently depending on which 'navigator', or pilot, you choose. There are three available, but each one has a different personality and a different set of skills, meaning some sections of the game will obviously go better than others. This random element means that, even after completion of the game, you've still got three further paths to explore. It also means that the actual game never plays *exactly* the same, regardless of how many times you come

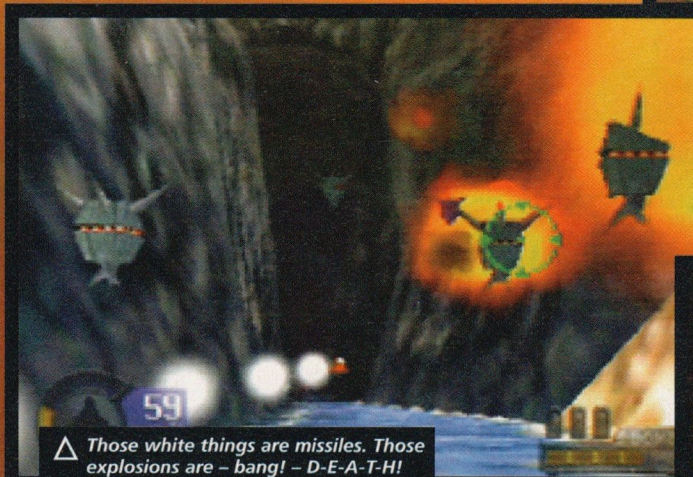
laced *Blade and Barrel* in favour of this couldn't have been a more inspired turn by developers, Boss Game Studios. With its gorgeous visuals, screen-shaking explosions, super-charged weapons, massive alien landscapes and ingenious level structure, this is *definitely* the chopper game to watch. November looks likely. Yum.

N



The weapons get better as you get further into the game.

So too the levels. Here, you're swooping through the human settlement.



Those white things are missiles. Those explosions are – bang! – D-E-A-T-H!



Although the game's on rails, there's still more than enough freedom when attacking enemies.





△ As you swing the 'copter round, you can also direct the sights.

△ It takes some getting used to, but these smaller craft shouldn't be a problem.




△ An explosive sunrise o' death. Move in, blow up, get out. Nice one, pilot.



△ Mars' red, red rock. Get to the humans before the aliens do.

△ Good aiming, soldier. That explosion should see this guy put down.

Knife Edge		
KEMCO		
	Autumn '98	1
UK release: Winter '98		



# EDGE

fire/fly



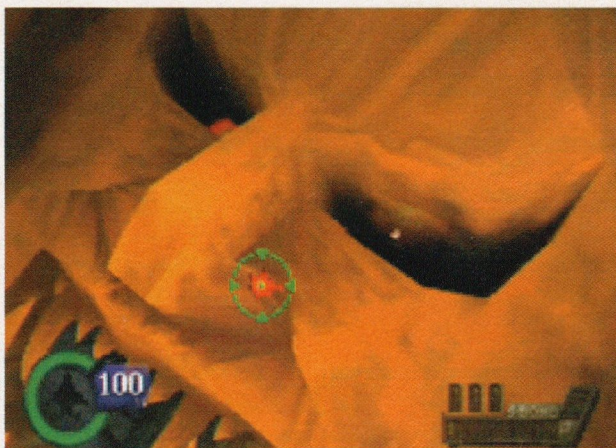
△ Another massively impressive boss character about to meet his maker. Look and learn, as he packs his bags and pays a visit to the big scrapyards in the sky.

△ The missions in Knife Edge are, of course, completely set in the dark. Prepare for surprise attacks as aliens come out of nowhere to inflict some laser death.

## Meet Andross senior...

Kemco have promised that *Knife Edge* will feature some of the biggest end-of-level bosses yet seen in an N64 game. And this, the very first screenshot of what to expect when you reach the end of a stage, looks to back that up. Bears an uncanny likeness to *Lylat Wars*' Andross, doesn't it? Well, yes, but this alien monster is one of the first bosses in the game. And, later on, they get much bigger and much meaner. We're short of breath already. Oh, yes.

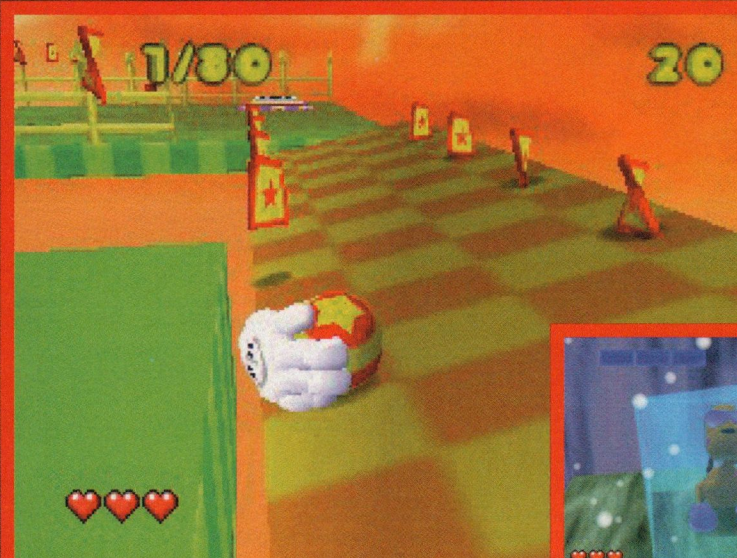
△ Look at those teeth. He could grab you, munch you and have you for dinner. Nasty, that.



TO BE CONTINUED...

We'll keep you updated on how *Knife Edge* is coming along as it edges (ha!) closer to its release.





△ Bounce the ball against the wall to collect the cards for a 2x bonus.


▽ Once you've released the ball, make sure you don't lose sight of it.

△ Hop on the ball and the controls are reversed.

▷ Cut scenes are used to add atmosphere.

◁ Hey man, it's cool. Come chill out with me for a while.



Glover		
HASBRO INTERACTIVE		
	October	1
US release October		

# GLOW



It's always good news when a new developer joins the N64 flock, but it's even better if their debut game turns out to be innovative, original, and compulsively addictive to play. It doesn't happen often, but Hasbro's newie, *Glover*, looks like being just such a game.

In a brilliant twist reminiscent of the Spectrum classic *Head Over Heels*, you get to control two distinctly different versions of the same character. The main form, a disembodied glove, is able to walk around on its fingers, with the now-traditional range of platform skills such as the ability to dangle from the edge of a wall, and the good old *Mario*-style Z-trigger stomp to flatten enemies. At first it might seem like fairly standard 3D platform fare, but as soon as you locate the ball – one on every level – the game is completely transformed. You can use the glove to push the ball around the flat parts of the level, and

bat it over obstacles, throw and catch it, and bounce it like Kobe Bryant himself. The analogue stick is used to great effect, gliding the ball around like a turbo-charged version of *Marble Madness*, and there are plenty of little tricks and stunts to be learned. It's even possible to balance on top of the

combination of both. Also, the bonus playing cards scattered around like gold coins yield double points if you use the ball to collect them.

A simple tap of the right shoulder button will transform the ball into one of four different types. The most useful of these is the colourful rubber ball, which can be bounced off the walls and floors to reach otherwise inaccessible areas. One button press later, it's magically transformed into a bowling ball, which is too heavy to throw around, but can be used to squash bad guys and break through walls. Unlike the rubber ball, it will sink to the bottom of

watery areas, and there are several puzzles involving underwater switches to discover. The third type is a steel ballbearing, which can be bounced a little, and has the added advantage of being able to stick to the magnets you'll find in some of the later levels. Finally, the ball can be transformed into its natural state, a green crystal, which must be handled with the greatest of care as it's easily shattered. The crystal acts as a 4x points multiplier if you use it to collect the cards.

*Glover* is very nearly complete, and plays like nothing else on the N64 (or any other machine, for that matter). It's certainly a welcome change from some of the feeble *Mario* clones that spring to mind whenever anyone mentions the words "3D" and "Platform Game" these days. Barring any unforeseen delays, we'll have a full review closer to the release date in October.

N

## MASTERY

At first it might seem like fairly standard 3D platform fare, but as soon as you locate the ball the game is transformed.

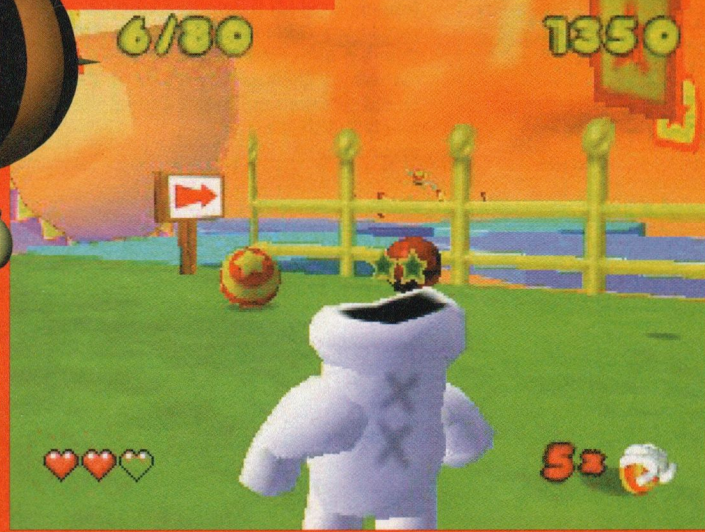
ball and, using two of the glove's four fingers, roll it around like one of the log rollers in that fabulous Channel 4 series featuring lumberjacks and third-rate DJs. (Which *Martin* remembers and no one else does – Ed)

The object of each level (there are 30 in all, including bosses and bonuses) is simply to get the ball to the end of the increasingly difficult assault courses, by any means necessary. It's possible to use the glove alone to survey the level ahead before taking the more vulnerable ball along for the ride, but there are many areas that can only be reached by using a



The rubber ball floats, so jump on top of it and try and roll it back to dry land.

If you chuck the ball at certain enemies...  
...They'll swallow it, leaving you to work out how to retrieve it.



# ER

fist of fun

TO BE CONTINUED...

Issue 21 will probably be the one to look out for *Glover*. We'll keep you posted, though.





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# PLANET 64

NINTENDO 64 NEWS CENTRE

## Games and fortune!

**Lack of software? Don't you believe it. Come Chrimbo, we're going to be flooded...**

**W**hilst present-scouring and turkey-stuffing might yet be a few months away, Nintendo are preparing themselves for a blockbuster run-up to the Yuletide period, claiming that as many as 14 new top notch titles will be in the shops by Christmas time.

Leading from the front, Nintendo will be PAL-converting this month's fantastic *F-Zero X* for November while (fingers crossed) Britain and Europe should see *Zelda 64* in December, less than a month after American N64 owners get their grubby hands on the English translation. They'll also be the timely British version of *1080°* (see pages 92-93 of this issue to get an idea of how a PAL version plays), which will also hit the shops in November.

Backing up the Big N, as always, will be Rare who, having just released

the awesome *Banjo-Kazooie*, are rumoured to be planning a Christmas time release for *Twelve Tales: Conker 64* and, possibly, one of their two mysterious, as-yet-unannounced titles. Oh, and remember last issue how we had a hunch that Rare might be doing an RPG? Well, when we asked them, they didn't deny it... Okay, so they didn't confirm it either, but even so, THEY DIDN'T DENY IT.

Third-parties are also chipping in with some ludicrously good games. Acclaim will, of course, have *Turok 2: Seeds of Evil* out in October (see page 32 for the world's first ever play of the game's newest levels), while Psygnosis will be debuting *Wipeout 64* in November (tune in next issue for an exclusive first playtest of the FINISHED game). Also on the horizon



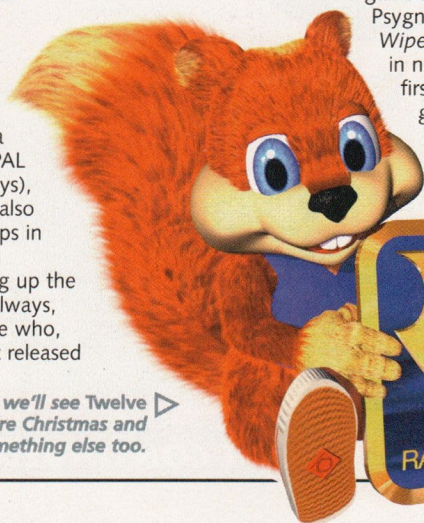
is September's *ISS '98* from Konami (reviewed next issue) which will be supported by Nintendo themselves through a series of TV campaigns. And Nintendo will also be aiding Video System/Paradigm's highly-anticipated *F1 World Grand Prix*, out in October too.

Bringing up the particularly-fine-looking rear are Kemco's *Top Gear Overdrive*, *Knife Edge* and *Twisted Edge Snowboarding* (see pages 8, 10 and 20 of this issue), Infogrames' brilliant *V-Rally 64* and DMA's *Body Harvest*, finally released after years of waiting.

All this means there should be a new game out in the shops every three WEEKS. Better start saving, then...



Hopefully we'll see *Twelve Tales* before Christmas and maybe something else too.





## SHORT CUTS

### MAKE IT CLEAR

LMP, makers of the best-forgotten Gamester LX4 pad, are bringing out a new range of controllers, the G64. This time, though, they're actually pretty good. With three colour varieties – clear, black and

grey – the pads are retailing for a nice and reasonable 20 nicker (or £18 for the black and grey models), a whole tenner cheaper than Nintendo's own. All of the models will come with not-very-handy Turbo Fire, Auto Fire and Slow Motion features and, apparently, the clear version will flash green when you push one of these buttons to produce a 'funky glow'. Keep your eyes open for the review next issue.

### ALL THE EA

Having secured the FIFA licence for the rest of time, EA have now chipped in with the official Premier League licence too. In other words, from now on no other publisher can use the real names, real strips and real stadium of the world's greatest league. Their first Premier League game will be coming

to the N64 next year and will be developed by EA's UK-based development studio, whilst the FIFA games will continue to be converted by Software Creations after EA Canada have done the PlayStation and PC versions. The good news, though, is that the Premier League games will use a completely different engine to the dodgy FIFA games. 'Ray!



## UK release dates



### September

ISS' 98

### October

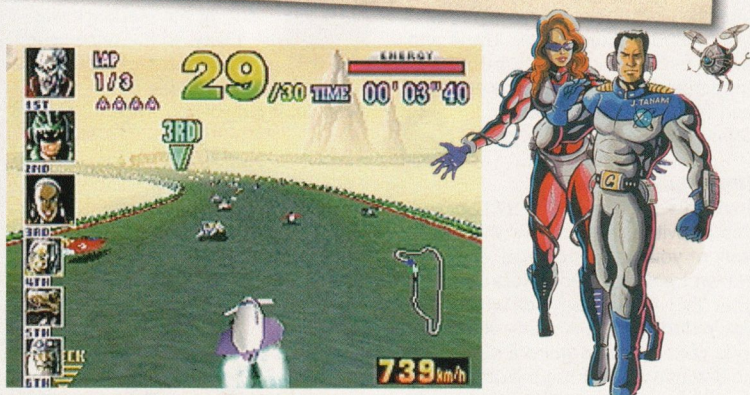
Turok 2: Seeds of Evil, F1 World Grand Prix, Twisted Edge Snowboarding

### November

F-Zero X, 1080° Snowboarding, Wipeout 64, Body Harvest, Knife Edge, V-Rally 64

### December

Legend of Zelda: Ocarina of Time, Twelve Tales: Conker 64, Top Gear OverDrive



△ F-Zero X. Prepare to fasten your seatbelts.



△ Blood and guts and gore. Turok 2 is not for the faint-hearted.



## Behold... gold!

New to the N64? Want a machine and the machine's best game? Look no further...



If you've already wandered down to your local games emporium in the last month or so, then you'll have probably already spotted this glorious little package. If not, and you're still – shock! – yet to buy yourself an N64, then you simply MUST have this.

The GoldenEye 'bundle', released to shops on the 17th July and retailing for a not-in-any-way-unreasonable

£129.98, includes an N64 console, a limited edition gold controller (not available separately) and, best of all, Rare's fantastic GoldenEye 007, the world's, a) greatest Bond game, b) greatest film licence, and c) greatest console game. Be careful, though! The GoldenEye 'bundle' will only be available while stocks last...



## Micro Machines 64 Turbo

Come October 21st, the smallest racers ever will be back on the N64...



Taking the excellent Micro Machines V3 engine and reworking it to include new courses and new vehicles, Codemasters are already close to completion on the surprisingly low-key Micro Machines 64 Turbo, an N64-specific version of the famous series.

Details are still fairly scarce, but MM64 Turbo will include a simultaneous eight-player option (possibly using the left and right buttons on each of the four N64 pads) as well as new courses set amongst the familiar surroundings of the house and garden. They'll be new vehicles too, as well as cars, tanks, boats and ice cream vans. More next month...





## SEA OF JORDAN

To coincide with the launch of their new N64 steering wheel, those nice people at Joytech took us down to meet Eddie Jordan at his Formula 1 racing team's headquarters at Silverstone. As well as getting a good look at the car which Damon Hill managed to spin out of the following Sunday's race (along with the one that Ralf Schumacher piloted to sixth place. Grrrr), we also had a

chance to use the wheel, which has been co-developed with some of the racing boffins at Jordan. Based on a F1 car's steering wheel, the Joytech device seemed well up to standard, but just to make sure, we'll have a full review next month.



## RARE'S 'MYSTERY' REVEALED!

Sort of. We found out what one of the two 'mystery' games we talked of last issue is: a sequel to *Banjo-Kazooie* called (get ready to cringe) *Banjo-Tooie*. That works really well, doesn't it? The other, however, still remains under wraps. Expect it for Xmas. Maybe. Or maybe not.

## COM AND GET IT

To coincide with *Robotech's* release (some time towards the end of the year), Take 2 are releasing a new comic outlining the game's storyline. Currently only available in the States (but possibly coming free with the game in the UK), the strip is actually pretty good. Which, unless things have changed drastically, is more than the game's going to be.

# FANZINE FARM

Oooooooh-arrrrr. Mornin' Miss Anna. Have you seen my latest produce? (Snigger).

## N64 ZONE

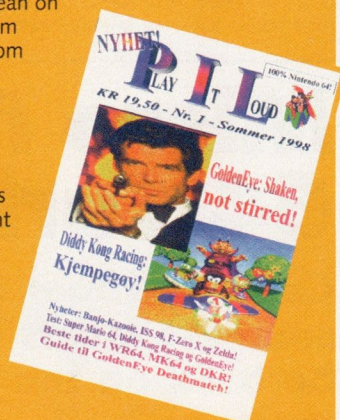
This first growth of the season is looking surprisingly good. With a clean, humorous approach to vegetable-growing, N64 Zone has a number of standout features: the Top Ten N64 Essentials is a really fine looking swede, whilst the reviews of *Diddy Kong Racing* and *Yoshi's Story* are excellent. There's also the C.A.T Centre (C.A.T standing for Cheats and Tips, see?) and a hefty Ratings section at the back, the size of Daisy's backside of a weekday. Fine.

• The first issue of N64 Zone is available from Peter Jordan at 4, Old Church Road, St. Leonards-on-Sea, East Sussex, TN38 9HA. Bit pricey, mind, at £2. Might want looking at.

## PLAY IT LOUD

Blimey! Here on the Farm, we knew the EU were going to be going all la-dee-da and European on us, but we didn't expect this: a fanzine from Norway. Anyway, the fact that it comes from colder climes doesn't affect its growing potential too much, especially as its rating system is truly unique: out of 100 points, graphics and sound are marked out of 20, whilst entertainment and gameplay are marked out of 30. Interesting, that. There's certainly plenty to enjoy but with one slight problem. It's all in that funny Norwegian. Oh, well.

• If you're fluent in Norwegian then this is a rather tasty marrow. Simply write to Erik Amit Nordlie, Hvalslia 14, 2330 Vallset, Norway, or e-mail him on erikamit@online.no.



## EGN

Definitely one of the most rotund apples we've ever plucked from the orchard, EGN is a tremendous little offering, chock full of games past and present, featurettes, cheats and compos. It's also terrifically designed – perhaps only being bettered by our new Massey-Ferguson – with a clear, concise layout that allows you to flick through without immediately becoming confused. There's even a crossword on the back where you can win a tenner. All of which means, for only a measly quid, this has to be worth digging up.

• Interested? You should be. So, grab a pencil and pad and write to Edd Morris, Lansdown, Roman Road, Hereford, HR4 9QW. You can also call him in the evening on (01432) 273804.

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

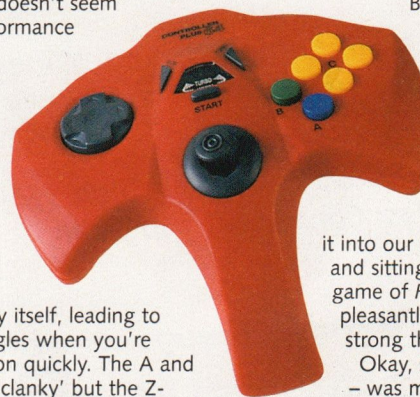
# New Goods

A whole host of goodies and all from the people at Joytech...

## Controller Plus 64

Joytech • £19.99 • 01525 371769

This oddly shaped controller – which also comes in shades of grey, black and blue – is, rather surprisingly, pretty comfortable. It sits snugly in your palms and the lack of the two 'proper' prongs doesn't seem to affect its performance too much. Its analogue stick is also good, with a weighty feel to it, but it does seem to suffer from an annoying problem: the thumb disc on top of the stick moves around by itself, leading to unnecessary niggles when you're changing direction quickly. The A and B also feel a bit 'clanky' but the Z-trigger and shoulder buttons are good and the C-Buttons less of a problem. All in all, pretty good.



78%

## Rechargeable Jolt Pak

Joytech • £19.99 • 01525 371769

Now this is a first. A Rumble Pak that you actually charge and, therefore, a Rumble Pak where you can actually dictate just how strong you want the rumbling/buzzing/jolting to be.

Basically, the pak has got an attachment at its bottom that runs to a plug. We left the pak charging for a couple of hours and, on slapping it into our N64 controller and sitting down to a feisty game of *F-Zero X*, were pleasantly surprised at how strong the feedback was.

Okay, so it – once again – was more of a buzz than a rumble but, even so, it did the job. Nice.

85%

## RGB Scart Cable

Joytech • £6.99 • 01525 371769

Fed up with the slightly washed-out look of your standard aerial lead? Haven't got an S-Video socket on your TV? Then, this is just what you're looking for. A scart cable will give you almost-as-good a picture as an S-Video lead (though it lacks the pin-sharpness and a little colour) but, more importantly, is a huge leap from the pretty average RF lead. Joytech's is as good as any, and for seven notes, a leap in quality for next to nothing.

83%





## PAUL'S PLANT

Over to Paul: "My plant is looking better now. I think last month it was suffering due to lack of oxygen in the office. With James and Wil's hair taking up so much space, there weren't enough natural gases floating around. Now James has had his hair cut off that only leaves Wil's, which, whilst bigger than you can possibly imagine, only takes up half as much space, see?" Er, yep.

### Advanced Jolt Pak 2-in-1

Joytech • £14.99 • 01525 371769  
This Memory/Jolt Pak we're slightly less sure on. The Memory Pak side of things seems to suffer a bit with certain games. *Quake 64*, for example, we couldn't get anything out of, while *ISS64* worked and then, later on, didn't. It's not an uncommon problem, of course, as plenty of other third-party paks do similar things. We'd suggest keeping that receipt, in case. The Jolt Pak, meanwhile, is another good entry, although – as its name suggests – it does less rumbling and more jolting, i.e. buzzing. Still, a reasonable asking price.

72%



### 256K Memory Card

Joytech • £7.99 • 01525 371769  
Testing this out with a number of games, we found it to be fairly reliable. It worked with problem child *ISS64* without the merest hint of a whimper and waltzed through our rigorous Krypton Factor-like twosome of *Fighters Destiny* and *Turok*. It's got 123 pages, so it's big enough to cope with most of your collection, and for eight quid it's good value.

82%



# RETROWORLD

with Jason Moore

"More Game & Watch!" That's been the cry from the many letters N64 readers have been sending me. So, let's fill in the gaps and cover some more of these compact handhelds. This issue we take a look at some classic double screen examples.

### DONKEY KONG 2

The huge success of Nintendo's Donkey Kong double screen machine not only sent the whole G&W research and development department into overdrive, but also guaranteed a secure future for our favourite hero. Unlike the previous incarnation, Mario is now the enemy, having chained DK to a series of barrels at the top of the screen. You play the part of DK Jr and to get to the barrels you must negotiate a series of electricity cables, dodging lethal sparks as they make their way from one contact to the other. Once you have progressed to the top screen you must dodge crocodiles and birds in order to climb the chains and open the padlocks. As G&W machines go, this has to be one of the toughest ever made and is certain to tax the nerves of even the most talented gamer.

RETROATING

82%



### MICKEY & DONALD

Walt Disney has a lot to answer for. 16-year-old boys greeting you with Americanisms every time you visit one of their stores is almost forgivable when you consider how tedious and irritating the

company's premier characters are. In this game you control both Donald and Mickey in their new roles as firefighters. Mickey runs from the bottom screen to the top, helping Goofy to pump water and sticking his fingers in the holes of the leaky hose. Meanwhile, Donald stands on the top of the tower block, aiming water drips down the front at the fire. If the flames reach the top of the building it's time for pancakes and crispy duck but if you drip enough water and get the flames to recede to the bottom of the screen, you're a winner.

RETROATING

77%

Can you remember a time when conkers could be exchanged for cash?

### OIL PANIC

If you ever wanted to work in your local petrol station then this is the game for you. You control a guy with a pot in the top screen and above him is a leaky oil pipe. Now, rather than get someone out to fix the pipe, you must catch all the drips in the pot and and chuck them out of the window to your friend below, who'll hopefully catch them in his bucket. You get a point every time you catch drip and another every time you transfer a drip into your friends bucket. And that's about it. Overall, a disappointing example of Nintendo's gameplay design.

RETROATING

62%

### BLACK JACK

Black Jack represents quite a diversion for Nintendo, who were determined to open up their range to a wider, older audience. Black Jack is the only card game in to entire 60-strong G&W series. The game is actually pontoon, with your hand displayed on the bottom screen and the dealer's on the other. Playing the game is actually very simple, although you can buy cards from the dealer. You start with £5 and then have to try and make enough money to break the bank. Nine times out of ten, the dealer seems to get a better hand than you, so you can't help thinking that the game isn't particularly fair. This may make the game tougher but it also prevents you from playing for very long. If you like pontoon, you're better off buying a pack of playing cards – unless of course you haven't got any friends, in which case this could be an interesting alternative.

RETROATING

59%



Jason Moore can be contacted at:  
61 Baccara Grove  
Bletchley, Milton Keynes MK2 3AS





Updating  
you on  
the N64  
games of  
the future

**This month  
including:**

ISS '98

MADDEN '98

TWISTED EDGE  
SNOWBOARDING

WINBACK

CHOPPER ATTACK

GEX 64

EARTHWORM JIM 3D

SHADOWGATE 64

ZELDA

O.D.T.

# Sport

**ISS '98**

KONAMI

96M

1-4



Out now



Sept



**W**ell, with yet another World Cup disappointment firmly behind us, it's the eve of the new domestic football season, and time for the first of the inevitable spate of new footie games. Only this is no ordinary footie game – this is *ISS '98*. The sequel to the undisputed world champion of soccer sims, and still one of our most eagerly anticipated titles, despite the massive FIFA-fearing delay (this game was originally due out at the same time as EA's *World Cup '98*).

You'll probably have seen the review of the Japanese version, *Jikkyou World Cup*, last issue (*N64* 18 91%), and *ISS '98* is basically the same game. Obviously we don't get the official World Cup licence, but that hardly matters any more, does it? The difficulty level has been hiked up significantly from both the Japanese game and the original *ISS*, and the goalies are a little bit

more reliable, making one-player games against the CPU somewhat more challenging.

There's a wider selection of options to play with; now you can pick a captain to motivate your troops, you can choose from an even wider selection of formations and player roles, and you can have up to

six in-game tactics to call on at any time. The original stadiums have been updated to include some of the venues from France '98 (sniff), making a total of nine arenas. You can now specify day, evening, or night matches, with the games getting progressively darker towards twilight – the floodlights then give Konami a chance to show off *ISS '98*'s impressive shadow effects.

There are several new animations, notably for heading, overhead kicks, arguments, fouling, and celebrations, and the committed *ISS* fan will immediately notice a slightly different 'feel' to the sequel. The games play a lot faster, with flashy moves such as overhead clearances and flying volleys happening more frequently, and it's

now much tighter in defence. For instance, in the first game it was possible to knock a ball straight through the legs of an idle opponent, whereas now all the players are very much more alert, and hopeful through-balls will nearly always get intercepted.

There are plenty of other less subtle new additions, such as the much-improved free-kick arrow (which is split in two to give a dual power and height gauge), the multitude of extra teams, the infinitely more bearable music, and the sarcastic commentary from Tony Gubba. The player names are still all wrong though. Beckham is now known as Decham. Decham, Deck 'em... Hmmm.

**N**

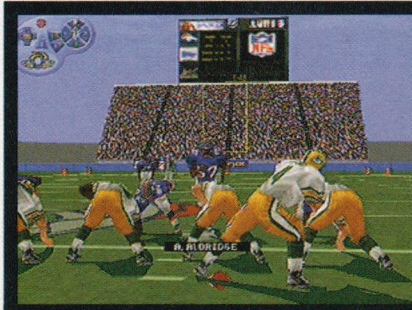


△ Batistuta celebrating. Probably just scored against England.

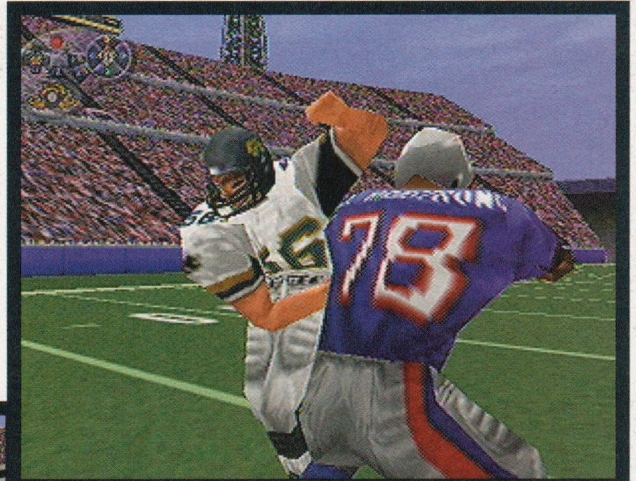
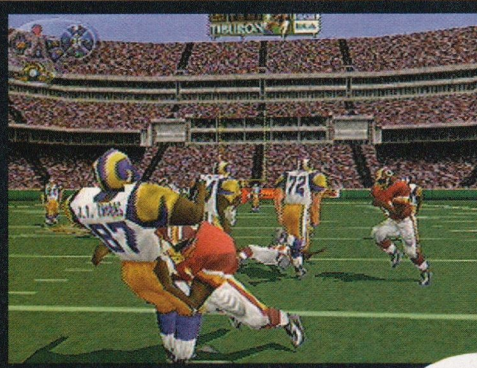




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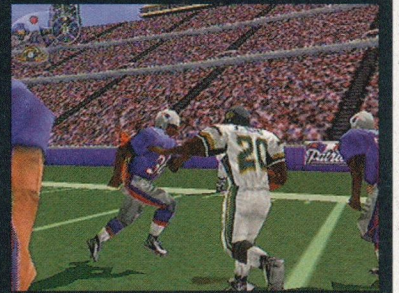
△ John Aldridge crops up, taking some time out from managing Tranmere.



△ Green Bay Packers ramming their way through deefence.

△ Woah, ho ho! Tackled before he could release the ball. Nasty, that.

Run! Run like the wind, fat, violent man! Whoosh! Er, shush!



## MADDEN '98

ELECTRONIC ARTS

64M

1-4



October



October

PLAYED IT!

As autumn approaches, another head-to-head battle between American football's big two looms. Last year's heavyweight gridiron showdown was won quite comprehensively by the beautiful hi-res *QuarterBack Club '98*. Despite receiving marginally better reviews, and despite its impressive heritage, the clunky, chunky *Madden '98* just couldn't compete with Acclaim's officially

licensed graphics-fest, and *QBC '98* shot straight to the top of the charts in the States.

Well EA, past masters at

grinding superior sports titles into the dirt with a single flex of their licensed muscles, certainly don't like getting beaten at their own game, and they've been busy beaver away on a hi-res engine of their own to help restore the *Madden* series to its traditional position at the top of the US footie league. Not only that, but they've also managed to secure the all-important NFL licence, without which *Madden '98* was left looking just a little bit shoddy. So there'll be no more Green Bay and Dallas – from now on it'll be the Packers and the Cowboys, with authentic team logos on the pitch, and stadiums modelled on the real thing. With all 30 of next season's NFL teams, each with a complete, current player roster, and 85 other sides including classic, fantasy, and secret teams, *Madden NFL '99* certainly won't look underpowered compared to Acclaim's forthcoming sequel.

The player models are considerably more detailed than *QBC '98*, with more realistic animation, and motion-captured signature moves and touchdown celebrations. And of course, the classic *Madden* three-play control system, which



was always the easiest system for American football novices to understand, is retained. With commentary from the legendary John Madden himself (certainly beats *QBC*'s jailbird Marv Albert), and the super-slick presentation that has always

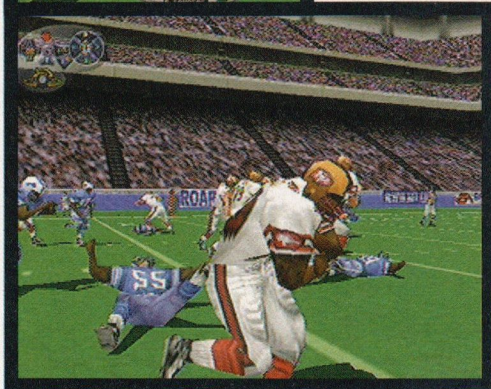
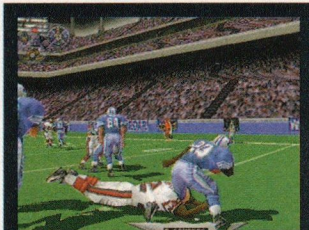
characterised the EA Sports series, it looks like EA could have a winner on their hands again.

You won't have to wait much longer to

see which title comes out on top this time around – both *Madden '99* and *QBC '99* will hit America's game stores at about the same time this autumn, with a PAL release hopefully following before the superbowl is over.

### VISUALS

The player models are considerably more detailed than *QuarterBack Club*, with realistic animation.







△ Stunts. A staple diet of snowboarding games. He'll break his legs before the day's out.

◁ The old Double Decker in the snow. Just like the Sunday Sport said.

Should 1080° be worried? Of course it should. This is top.



# Twist and shout

## TWISTED EDGE SNOWBOARDING

KEMCO

96M



Winter '98



TBA

**F**ollowing in the footsteps of the tremendous *1080° Snowboarding* is no easy task but, unlike most Nintendo games, it certainly wasn't faultless. Which is why *Twisted Edge*, Kemco's similarly themed snowboarding game, must fancy its chances a bit, especially as *Twisted Edge* is closer to the feel of a Nintendo game than *1080°* itself was.

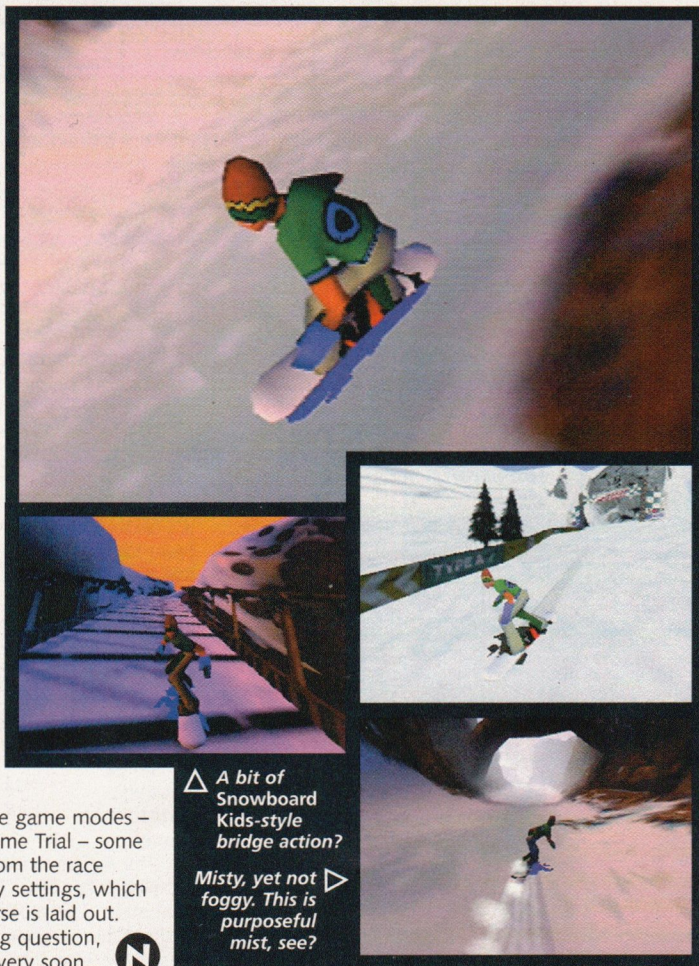
There're more characters, for starters, with eight different (and markedly more 'bodacious') personalities vying for your attention, as well as three CPU-controlled opponents busting for honours in every single race. Compare this with *1080°*'s slightly flat rabble of 'boarders and the fact that, at any one time, there was only one opponent racing against you and you'll be rightly impressed. *Twisted Edge*'s AI, though, is as equally devious as *1080°*'s, with your opponents seemingly intent only on seeing you maim yourself horribly, piste-style.

There's one more track than *1080°*'s six, plus some secrets (one of the tracks is called Funky Tower), but whereas Nintendo's game always kept to the rules of gravity and proper landscaping (to great effect, of course), *Twisted Edge* introduces ludicrously

difficult halfpipes, unnaturally-shaped course snaking and Evel Knievel-like leaps. And with the successful completion of stunts, you'll also find yourself rewarded with speed boosts, ramping up the mph even further. Oh, and there's multiple branching on the courses too. Phew.

Like *1080°*, though, due to the detail on the courses, only a two-player game can be afforded, but there is a four-player competition, where you and three mates can take it in turns to tally up those points. Other features? Well, there're five game modes – including the age-old favourite Time Trial – some clear-as-a-bell sampled speech from the race announcer, and separate difficulty settings, which actually change the way the course is laid out.

Better than *1080°*? Interesting question, and one we'll be able to answer very soon...



△ A bit of Snowboard Kids-style bridge action?

▷ Misty, yet not foggy. This is purposeful mist, see?



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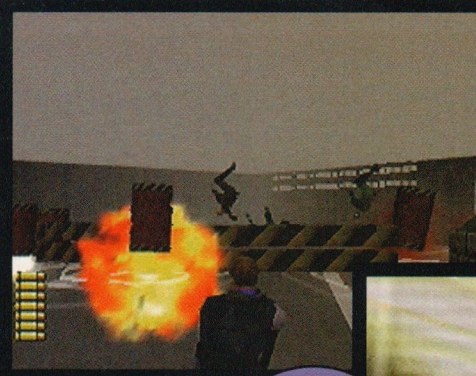
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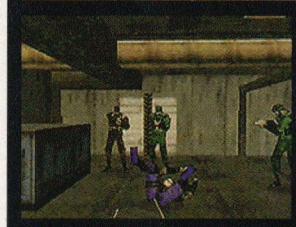


◁ Nice aiming, Cougar. Not quite Metal Gear Solid is it, though?

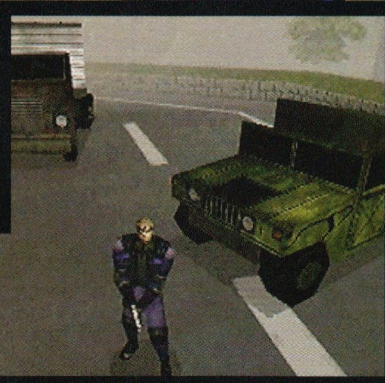
One of Cougar's team. Firing a very large gun and looking like he's just slipped into a coma.



# Spy hard



△ Cougar is taken hostage, tied up and throttled to death. Harsh.



## WINBACK

KOEI

96M



1



Winter '98



TBA



**Mission: Impossible** came up with the idea, **GoldenEye** successfully paraded it about and now **WinBack** is chancing its hand. We are, of course, talking about the spy sim.

In **WinBack**, players slip into the leather knee pads and stealthy suit of Jean-Luc Cougar, a member of the Strategic Covert Actions Team (or SCAT). The team consists of 10 members, all individually selected by the Department of Defence, and all experts in different fields. The job at hand is to infiltrate GULF, a seemingly impregnable

underground base, which controls a super-powerful satellite in space. The reason? GULF has been taken over by the 'Crying Lions', a terrorist group led by criminal mastermind, Kenneth Coleman.

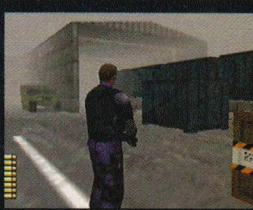
The plot is actually rounder and more complicated than this but that, at least, gives an idea of the premise. It'll also draw comparisons with **Metal Gear Solid's** storyline (which centres around the Metal Gear covert team). And the similarities don't stop there, either.

**WinBack** looks uncannily similar to Konami's game, for starters, with the opening levels, like **MGS**, looking moody in greys and blues and containing the same hiding-behind-crates-to-avoid-

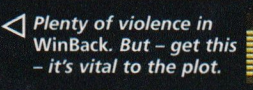
suspicion formula. There's also the same reliance on 'interactive' camera angles: notice, for example, how **WinBack's** hero, Cougar, is leaning up against the wall with the adjustable camera looking past him and down a corridor to see if anyone is coming.

Additionally, there appears to be a similar AI system, where enemies are alerted to your presence if you wander into their line of vision, or if you leave footprints in the snow. However, Koei have pioneered a system whereby each individual enemy reacts differently to different events. So, unlike **Metal Gear**, where Konami drew AI from a pool of choices and spread it across the game, even the walk-on parts in **WinBack** will behave in a completely unique manner. Which reminds us a little of **Mission: Impossible's** original spec. Hmm.

Guns will, of course, be available for last resort tactics – including flamethrowers, rocket launchers, explosives, pistols, machine guns and grenades – and there'll be a healthy weight of between level cut scenes. The only worry could be the lack of stages. There's just the four, you see, taking in the Office Grounds, Office Building, Abandoned Factory and GULF Control Centre. We shall see, though, whether that affects a potentially exciting game...



◁ Misty. Or is it foggy? Cougar's about to get it big-style, anyway.



◁ Plenty of violence in **WinBack**. But – get this – it's vital to the plot.







Gun down those other helicopters for sure-fire success.



**Mission 1** To destroy radar  
First it is up to you to completely destroy all radar installations in the enemy area.



Explosions aplenty. Send out those missiles!

The worst animated character in the world.

# Chop newie

**W**ait a second, we can hear you saying. *Chopper Attack* looks uncannily like *Wild Choppers*, the 3D Jungle Strike clone from Seta, reviewed all the way back in **N64/11**. And you'd be right. *Chopper Attack* is, indeed, the *Wild Choppers* we awarded 79%.

But, some major changes are afoot. Firstly, and most obviously, *Chopper Attack* is the new name tailored to suit a Western audience who, let's be honest, probably raised a quiet titter every time the words 'wild' and 'choppers' were spliced together in the same sentence. More significantly, though, *Chopper Attack* comes complete with English, a handy accessory to have, as the briefing screens (whose appallingly animated General, with Bill and Ben arms, still dares to show his face) were always a

bit of a mystery in the Jap version.

That's not all, mind. In an unexpected turn of events, the teeth-mincingly difficult (but, eventually, pretty intuitive) control set-up, which mixed D-Pad and analogue, has been revised and replaced by a *Turok* system, with the C-buttons used for direction, the analogue stick for movement and the shoulder buttons for circle strafing. The effect is far more convincing: the analogue now feels tremendous as you sway, drop, swing and swoop.

Other than that, little has changed. There's still a healthy crop of choppers to choose from including the rubbish Fire Cat and Whale 22, which is faster than a greased weasel. There's also the same, disappointingly high level of fogging, but don't let that put you off too much. The missions are good

## CHOPPER ATTACK

GT	64M	1	Out now	October
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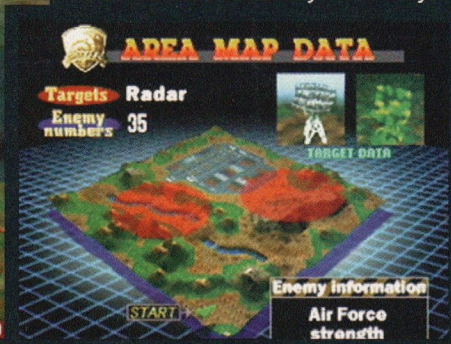
enough to carry it through as, after the fairly pedestrian opening, *Chopper Attack* soon turns into an all-out destruction frenzy. With big explosions.

The more points you rack up, the more money you get to spend in the pre-level ammo 'shop', where you can choose from homing missiles, doodlebug-style bombs, AAM's (humungous yellow things) and the more run-of-the-mill rockets. Oh, and let's not forget the missions themselves, particularly the third one, where you have to escort the President's plane out of danger, as enemies try to put it down. Fabulous! Budda, budda, budda! Ka-boom! Er, bang.

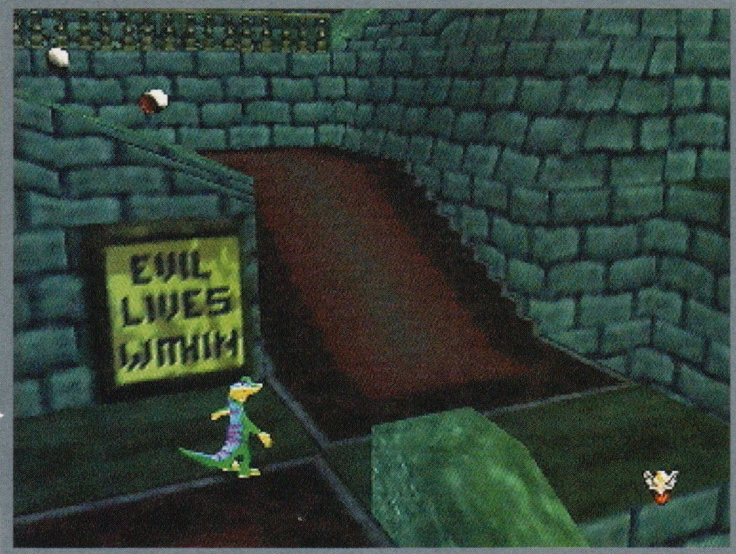
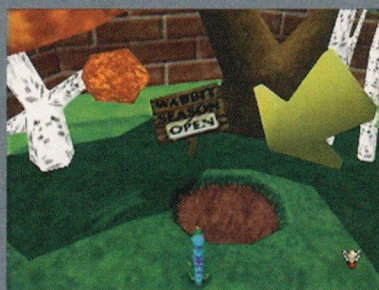
It's got the best rock soundtrack EVER as well. A review next month...



Look at your map, take note, then get shot down behind enemy lines. Nicely!







# Gex and bugs



## GEX 64: ENTER THE GECKO

CRYSTAL DYNAMICS/GT

64M



1



September



October

Looking at the differences between the PlayStation version of *Gex 2* – for, essentially, that is what this is – and this N64 version brings home actually how difficult it is to develop for Nintendo's machine. See, in 32-bit *Gex* looked clean and detailed, whilst in the translation to the N64, it looks a bit dishevelled, with a healthy side order of fogging.

Of course, looks aren't everything and *Gex 64* is still good fun to play (not perfect, but good fun), but first-time N64 developers Crystal Dynamics have obviously found things considerably more difficult with this version, confirming why even talent-heavy development houses like Konami have had games fall by the wayside (see: *Nagano*, *NBA Pro* and *G.A.S.P.!!*).

Still, there's a couple of months yet and the latest version of *Gex 64* we played this month had

the all-new N64-specific underwater sections Crystal Dynamics mentioned in our exclusive first look. Also, most of the enemies were in place and the film and television-related humour works tremendously in-game, with the first level being entirely set in Looney Tunes land while, further in, Gex dons leather hat and jacket for a spot of Indiana Jones-style adventuring. Oh, and the horror movie level is pretty nifty too.

We also got a good gander at a space level – where Gex gets dressed up in Stormtrooper garb and legs it, lizard-like, about a Death Star-style space station – a fabulous NYPD Blue homage – with cops and robbers and bags of swag – and, finally, a bit of Prehistoric stuff, which appeared to still be in the process of 'being done'. On each level, Gex himself looks superb, with his polygons 'skinned' to smooth out the joins in his scaly skin. Nice.

All the sampled speech was in the game but, horrifically, it was being spoken by Gex's American voice, Unfunny American Actor™, and not the old

It's Wabbit Hunting season! Gex gets dressed up in his best rabbit gear in the first level. Then gets myxomatosis.



A shark. With green eyes. Roar. Grrr. Alright, luvvs?

The Titanic. All be it a pretty small version.



Gex, being a lizard and all, gets to climb, vertical-style quite a bit. Looks like he's having fun, no?

dog Leslie Philips. The good news? The speech is as clear as a bell and there's a surprising amount of it as well.

*Gex 64*, then, is still rough around the edges and looks unlikely to boast the same production sheen as the PlayStation version (which is annoying). And, with *Banjo-Kazooie* now out, it's got some pretty stiff competition on the N64. But, it's fun, frantic and could still find its niche among the big boys. A review will be forthcoming next month, we hope...







# Jimnastics!



**E**arthworm Jim 3D plainly had a long way to go on the N64, when we visited developers Vis, in Scotland, a couple o' issues back. It was running at about ten frames per second and the rough anti-aliasing had made many of the levels look smudged and messy.

But, looking at these new screenshots, it's obvious that the game's come on a long, long way in a short space of time. The textures look miles smoother, even sharp (a difficult thing to do on the N64), and the enemies have all been given a tasty

makeover, with favourites like Pscrow, Evil the Cat, Monkey-for-a-Head and Number 4 looking even better in 3D. Oh, and they're now joined by the equally odd Bovine Special Elite (gun-carrying cows) Rabid the Rabbit (a rabid, er, rabbit) and Disco Zombies (undead - 70's-style!).

Developers, Vis, have worked hard on a couple of features that EWJ3D introduces. The first is the mechanic that helps avoid untimely deaths. Even though the game has a fixed camera (and, therefore, theoretically, should always have a perfectly placed viewpoint), each platform edge will

## EARTHWORM JIM 3D

INTERPLAY

64M



1



September



September



◀ Jim in 3D. Certainly promises to be a 'different' experience.

have an extra, invisible ledge to ensure that if you're zooming the camera in and out, trying to get a better look, you won't accidentally fall off.

Additionally, they've also managed to squeeze more music into the EWJ3D cart than any other N64 game. Taking up a massive 25% of the overall space, the music is still being worked on, but already includes the world's first accordion soundtrack and some natty sound effects to cater for the various worlds such as Fear, Happiness, Fantasy and Aggression.

And, currently, it's the world's themselves that are being filled out, with puzzles being devised and carefully placed. In fact, the puzzles form a crucial part of each world, as do the cunning sub-games. Witness, for example, the skiing sections, complete with pig skis. Aaaand, of course, there's the ludicrous weapons: the pocket rocket, where Jim pulls an enormous rocket out from his tardis-like suit, or the Egg Gun, which launches bouncing stink bombs, or the Pacifier Gun, which shoots out daisies, killing with love.

With 32 levels, 13 weapons, an enormous number of enemies, the worst/best music EVER (delete as applicable) and a debut for the fully polygonal Jim, Earthworm Jim 3D is shaping up to be a super-fine game. We should have our hands on a review cartridge very shortly.





# RPG NEWS

Like The Grand Elf of Tetuna, *Shadowgate* returns from the dead, to claim its place among the bustling party of N64 RPG's...

## Shad all over

### SHADOWGATE 64 TRIALS OF THE FOUR TOWERS

KEMCO

128M



Spring '99



TBA

It was 1989 when *Shadowgate* emerged onto the NES and, although not perfect, it was a unique and entertaining RPG, with an enjoyable twist: it was entirely viewed in first-person, with the adventure set amongst the 3D corridors of Castle Shadowgate.

*Shadowgate 64*, then, returns to similar territory, with the development team behind the 64-bit version being the original development team behind the NES incarnation. And, for those old enough to remember the original,

the story continues on from the first game's too.

Players control the halfling (and ludicrously named) Del – as in Del Boy, or Derrick (or maybe not) – who must return to the remains of Castle Shadowgate, where 'dark plans' are afoot and where it looks like the Warlock Lord has returned for another bout of spells and fisticuffs. (In the original ending, he was banished to another dimension by Lord Jair.)

This story, whilst obviously not presenting the *Shadowgate* team with too many late nights, nevertheless sets

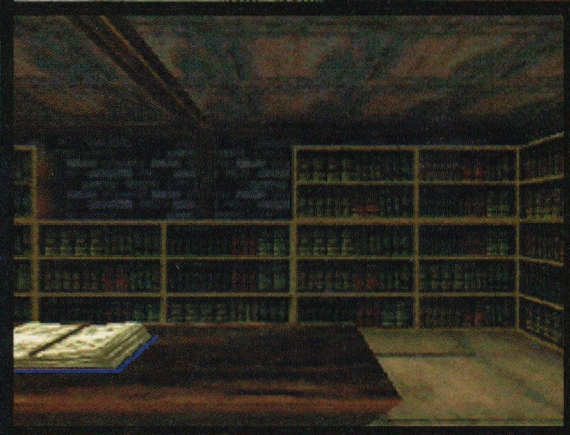
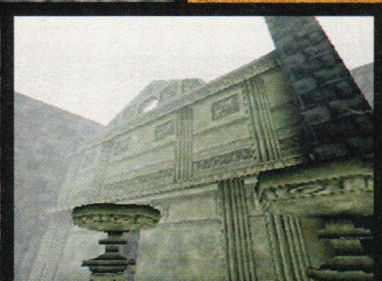
the scene for some interesting action. Once again, players will pad their way through a 3D landscape, this time fully polygonal, and interact with various characters in order to gain clues on progression. It's not your traditional RPG, mind. *Shadowgate* is far more reliant on puzzles and strategy than battles, and

there's unlikely to be any capacity for building up parties of characters. *Shadowgate* is very much – and very literally – a one-player game. However, that doesn't mean there won't be any battles at all, as there will be real-time skirmishes between you and the various monsters you encounter.

*Shadowgate 64* was playable at the E3 show but was so early it was difficult to gauge its potential. The levels weren't populated and, whenever you walked, there was an annoying accompaniment of echoey footsteps. But, it's out this winter, so more soon...



- △ One of the many doors in *Shadowgate*. Er, yeah.
- ▷ Library. Useful for research and old Jeffrey Archer novels.
- ◁ Great atmos! Notice how the fog is used to cunning effect?





# To die for

## O.D.T.

PSYGNOSIS

96M



Q4 '98

Q4 '98



**W**ipeout 64 might be grabbing most of the Psygnosis headlines but *O.D.T.* is coming

along just as impressively, displaying a similar high level of quality and an interesting marriage of action adventure and RPG game styles.

The game – full name: *Or Die Trying* – is being put together by Psygnosis' Paris-based studio. It's set across eight massive worlds, each one sub-divided into seven sections, and with four playable characters to choose from: Maxx Havoc (a 29 year old, er, Chief Engineer), Ike Hawkins (who can cut it in the weapons department, but is found wanting when it comes to magic), Julia Chase (unfeasibly 'big' and unfeasibly dressed) and Archbishop Solaar (good at magic and, presumably, pretty handy at praying). Each character can master up to 16 different spells and there're nine separate power levels to aim for. The higher the power level, the more effective your spells, or weapons, become. Hence *O.D.T.*'s much trumpeted RPG elements.

There're four default weapons for each character, although there're more to collect as you progress, and there's also hand-to-hand combat. Each character, surprisingly, has been motion-captured too, but the effect is dazzling, as the movement is amazingly detailed and incredibly

diverse. Also, the viewpoint (high up in third-person) means it's easier to judge distances and platforms and, of course, appreciate the environments and character design.

*O.D.T.* promises to be something just a bit special. Its AI routines, for example, combine high quality intelligence with low quality; a mixture that produces unique thinking in its enemies. Some you'll have to battle using every ounce of your wits, whilst others you'll be able to out smart with nary

a whimper. Ooooh, it promises to be glorious and, as always, **N64** will be the first magazine in the world to actually play the Nintendo 64 version...

NEW PICS!



◀ Giving *O.D.T.*'s aliens a right royal pasting.

Whoops. Then you go and wake this. Looks like James at 9am.



◀ Look at those water effects. *O.D.T.* is going to be stunning.



## An ear to the ground

Rumours abound this month that Nintendo are hard at work on a skateboarding game. Reliable sources at Nintendo of Japan have whispered that the 1080° Snowboarding team are behind the project, with magic man Shiggy Miyamoto overseeing the game in a purely creative capacity. He's got his work cut out on *Zelda* for the time being.

Age-old arcade classics *Battlezone* and *Asteroids* are coming to the N64, all be it in a radically updated form. Crave Entertainment, who are currently busy with *Caesar's Palace* and *Milo's Astro Lanes*, are doing the duties. Activision will be publishing both games.

Talking of Activision, an irritating report comes to our attention concerning the N64 version of *Nightmare Creatures*. Apparently, the game will not be released for the N64 in Europe due to an exclusivity deal struck by Sony Europe. However, a Nintendo edition will be published by Activision over in America. Our sources at Kalisto – the game's developers – tell us that work on the N64 version is steaming ahead, but they remain unsure about the length of Sony's agreement. Hrrumph!

*Descent 64*, which we reported as being cancelled in **N64/14**, looks like it could be back on. Interplay have suggested that the game is back up-and-running and looking pretty impressive. But, has the excellent *Forsaken* stolen its thunder?

With *Body Harvest*, *Silicon Valley* and *Wild Metal Country* exclusively revealed in **N64/18**, you'd think DMA Design would have enough N64 development on their plates. Not so. Speaking to **N64** this month, the company explained that they had a fourth N64 project on the go. What, when, where, how? If we told you, they'd have to kill us, but it's definitely *not Grand Theft Auto*. Shame, but still.

And, finally, flicking through film mag *Empire* this month, we couldn't help but notice their stunning review of *Fighters Destiny*. Apparently – and get this – it's got "two unique features". Its judo-style fighting system, right? Wrong. "You can play using the N64's analogue joystick... and you can insert the Rumble Pak". Really now?



Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

chart updates • release list  
most wanted • most played

## GAME Top 10 official UK N64 chart

 <b>1 GoldenEye 007</b>  Rare/Nintendo Last month's chart position - 3 N64 Issue 9 94% Released: 11/97	 <b>6 Forsaken</b>  Acclaim Last month's chart position - 2 N64 Issue 16 87% Released: 6/98
 <b>2 World Cup '98</b>  EA Last month's chart position - 1 N64 Issue 16 73% Released: 6/98	 <b>7 Kobe Bryant's NBA Courtside</b>  Nintendo Last month's chart position - 6 N64 Issue 17 90% Released: 6/98
 <b>3 GT 64</b>  Infogrames New Entry N64 Issue 17 67% Released: 7/98	 <b>8 Wetrix</b>  Infogrames Last month's chart position - 7 N64 Issue 15 78% Released: 6/98
 <b>4 ISS 64</b>  Konami Re-entry N64 Issue 3 92% Released: 6/97	 <b>9 Diddy Kong Racing</b>  Rare/Nintendo Re-entry N64 Issue 11 90% Released: 12/97
 <b>5 Super Mario 64</b>  Nintendo Last month's chart position - 10 N64 Issue 1 96% Released: 2/97	 <b>10 Yoshi's Story</b>  Nintendo Last month's chart position - 5 N64 Issue 15 86% Released: 5/98

### Top 5 Import chart

Source: Skill Academy

<b>1 F-Zero X</b> Nintendo • RAC N64 Issue 19 - 91%	<b>3 Mission: Impossible</b> Infogrames • ACT N64 Issue 19 - 75%
<b>2 Banjo-Kazooie</b> Rare/Nintendo • ACT N64 Issue 18 - 92%	<b>4 1080° Snowboarding</b> Nintendo • SPT N64 Issue 14 - 89%
<b>5 Mortal Kombat 4</b> Midway • FGT Issue 18 - 84%	

## GAME

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4. This voucher is valid from 11 August to 12 September 1998

VALID FROM 11 AUGUST TO 12 SEPTEMBER 1998

### N64 5 Most played

<b>1 F-Zero X</b> Nintendo RAC N64 Issue 19 • see page 56	<b>2 Banjo-Kazooie</b> Rare/Nintendo ACT N64 Issue 18 92%
<b>3 Turok 2: Seeds of Evil</b> Acclaim ACT N64 Issue 18 • see page 32	<b>4 WWF Warzone</b> Acclaim SPT N64 Issue 18 • see page 48
<b>5 1080° Snowboarding</b> Nintendo SPT N64 Issue 14 89%	

### 5 Most wanted

<b>Perfect Dark</b> Rare ACT UK: Early '99 USA: Early '99	<b>Legend of Zelda</b> Nintendo ACT/RPG Japan: 4th Quarter '98 UK: TBA
<b>F-Zero X 64DD</b> Nintendo RAC Japan: TBA USA: TBA	<b>Shadowman</b> Acclaim ACT UK: 1st Quarter '99 USA: 1st Quarter '99
<b>Hybrid Heaven</b> Konami RPG Japan: 1st Quarter '99 USA: TBA	

### Readers 5 Most played

<b>1 GoldenEye 007</b> Rare/Nintendo ACT/SH N64 Issue 9 94%	<b>2 Super Mario 64</b> Nintendo ACT N64 Issue 11 96%
<b>3 ISS64</b> Konami SPT N64 Issue 3 92%	<b>4 Diddy Kong Racing</b> Rare/Nintendo RAC N64 Issue 10 90%
<b>5 Mario Kart 64</b> Nintendo RAC N64 Issue 4 91%	

### 5 Most wanted

<b>Legend of Zelda</b> Nintendo ACT/RPG USA: November 23rd UK: December	<b>Perfect Dark</b> Rare ACT UK: Summer '99 USA: Summer '99
<b>Turok 2</b> Acclaim ACT/SH USA: October '98 UK: TBA	<b>Shadowman</b> Acclaim ACT UK: March '99 USA: March '99
<b>Top Gear Overdrive</b> Kemco RAC USA: Winter '98 UK: Winter '98	



# ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
<b>September 1998</b>			
Bomberman Hero	Hudson	ACT	UK
Cruis'n World	Midway	RAC	US
GEX: Enter the Gecko	Midway	ACT	US/UK
ISS '98	Konami	SPT	UK
NFL Blitz '98	Midway	SPT	US
NFL Quarterback Club '99	Acclaim	SPT	US
Virtual Chess 64	Titus	TAB	UK

<b>October 1998</b>			
Buck Bumble	Ubi Soft	ACT	US/UK
Bio Freaks	GT	FGT	UK
Caesar's Palace	Crave	ACT	US
Extreme G 2	Acclaim	RAC	US
Glover	Hasbro	ACT	UK
Knife Edge	Kemco	SHT	JPN
Micro Machines V3	Codemasters	RAC	UK
Space Circus	Infogrames	ACT	US/UK
Silicon Valley	DMA/Take 2	ACT	UK
Twisted Edge Snowboarding	Midway	SPT	US
VR Pool	Crave	SPT	US

<b>November 1998</b>			
Body Harvest	Gremlin	SHT	US
Earthworm Jim 3D	Interplay	ACT	UK
Fighting Force 64	Eidos	ACT	US
Fox Sports College Hoops 99	Fox Sports	SPT	US
F-Zero X	Nintendo	RAC	UK
Legend of Zelda: Ocarina of Time	Nintendo	RPG	US
Milo's Astro Lanes	Crave	ACT	US
Mortal Kombat 4	GT	FGT	UK
Onegai Monsters	Bottom Up	-	JPN
Quake II	Activision	SHT	US/UK
Rat Attack	Mindscape	ACT	UK
Roadsters '98	Titus	RAC	UK
Rush 2: Extreme Racing	Midway	RAC	US
Tonic Trouble	Ubi Soft	ACT	US/UK
Turok 2: Seeds of Evil	Acclaim	SHT	US/UK
UEFA Soccer	Infogrames	SPT	UK
V-Rally 64	Infogrames	RAC	UK
WCW vs NWO: Revenge	THQ	FGT	US
Wipeout 64	Psygnosis	RAC	UK

<b>December 1998</b>			
In Fisherman Bass Hunter 64	Take 2	SPT	US
Legend of Zelda: Ocarina of Time	Nintendo	RPG	UK
Top Gear Rally Overdrive	Kemco	RAC	ALL
Rayman 2	UbiSoft	ACT	US

<b>1998 TBA</b>			
Aeon Flux	GT	ACT	US/UK
All-Star Tennis '99	Ubi Soft	SPT	US/UK
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	-	US
Bio Tetris	Bottom Up	ETC	JPN
Blues Brothers 2000	Titus	ACT	UK
Bust-a-Move 3	Acclaim	PUZ	US
Deadly Arts (G.A.S.P!!)	Konami	FGT	UK
Dracula 3D (Castlevania 64)	Konami	ACT	ALL
Daikatana	Ion Storm	SHT	US
Donkey Kong World	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Duke Nukem: Zero Hour	GT	ACT	US/UK
Formula 1	Psygnosis	RAC	UK
F1 Racing '98	UbiSoft	RAC	UK
FIFA '99	EA	SPT	UK
Flights of the UN	Video Sys.	SHT	JPN
Flying Dragon	Infogrames	FGT	UK
Golf	Nintendo	SPT	JPN
Harrier Strike Force	Video System	SIM	US
Hybrid Heaven	Konami	ACT	JPN
Hype: The Time Quest	UbiSoft	ACT	UK
Jest	Infogrames	ACT	UK
Jet Force Gemini	Rare	ACT	UK
Kiratto Kaigetsu	Imagineer	TAB	JPN
Let's Smash	Hudson	-	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Magic Flute	Sunsoft	ACT	JPN
NASCAR '99	EA	RAC	US
NBA Jam '99	Acclaim	SPT	US
Nuclear Strike	T+HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Pachinko: 365 Days	Seta	ETC	JPN
Perfect Dark	Rare	SHT	US/UK
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Rev Limit	Seta	RAC	JPN
Road Rash 64	T+HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Rogue Squadron	LucasArts	ACT	US
Rugrats	T+HQ	ACT	US
S.C.A.R.S	Ubi Soft	RAC	US
Shadowman	Acclaim	ACT	US/UK
Sim City 2000	Infogrames	SLG	UK
Sim Copter 64	Maxis	SIM	US
Snow Speeder	Imagineer	SPT	JPN
South Park	Acclaim	ACT	US

Game name	Publisher	Type	Country
Spooky	ICE	ACT	US/UK
Superman	Titus	ACT	UK
Survivor Day One	Konami	ACT	JPN
Tennis	Ubi Soft	SPT	UK
Thornado	Factor 5	SHT	US
TOCA Touring Car	Codemasters	RAC	UK
Twelve Tales: Conker 64	Nintendo	ACT	JPN/US
Twisted Edge Snowboarding	Kemco	SPT	US
WCW Game	EA	ACT	US
Winback	Koei	ACT	JPN
World League Soccer '99	Eidos	SPT	UK
Xena: Warrior Princess	Titus	-	US

<b>No release date yet</b>			
7th Legion	Epic	-	US
Disney Tetris	Capcom	PUZ	JPN
Exhumed 64	Crave	SHT	US
F-Zero X (add-on disk)	Nintendo	RAC	JPN
Hercules: Legendary Journeys	Titus	-	US
Jack and the Beanstalk	Nintendo	-	ALL
Jikkyo Golf Tournament '98	Konami	SPT	JPN
Jungle Emperor Leo	Nintendo	-	JPN
Legion X	Hudson	-	JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Pikachu Genki Dechu	Nintendo	ETC	JPN
Pocket Monsters 64DD	Nintendo	RPG	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Sim City 64DD	Nintendo	SLG	JPN
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Top Gear Rally 64DD	Kemco	RAC	ALL
VR Baseball	Interplay	SPT	-

\*working title only

KEY			
ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

**VOTE!**

There's only one way we can keep track of your gaming needs - and that's if you tell us! Just fill out the form and send it in.

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

PLANET 64 INFORMATION station *Top 5 vote n' draw*

My five most played games are:	My five most wanted games are:

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Game wanted \_\_\_\_\_

cut and send

6



# 日本製

# Coping with disappointment

Some can handle it. Some, it would seem, de

**I**'ve always believed that the Japanese and the British have a great deal in common; island people with startlingly similar attitudes to private space, friendships, territory and the fear of sacrificing national identity. There is one area, though, where we couldn't be further apart and that's in the domain of sporting achievement.

The Japanese have a very healthy approach when it comes to levels of competence; great at handling failure, modest when successful. You may remember how humble their ski-jumpers were after wiping the icy floor with the competition at Nagano earlier on in the year. And how their top female snowboarder simply accepted defeat when missing her signature stunt and said she'd try harder next time.

Then you have the British. Or, more accurately, the English fans in France. Their brainpower evidently resides in their T-shirts and hair, and vanishes when both are removed. Nations like Scotland and Japan blame themselves if they perform badly; we, the English, are convinced that it's everyone else's fault.

I have therefore spent the past month devising new and devilishly cunning peripherals for the N64 controller slot. The first, the 'yob-pak', contains a miniature syringe, filled with a depressant. The syringe is positioned in such a way that, on suffering a defeat by more skilled opponents, it springs forth from the casing and administers its load. The player wielding the controller is thereby artificially calmed down before he decides to avenge his loss. Gamers who elect to play as England on a soccer game will not be able to run the cart until the 'yob-pak' is inserted.

My second brainwave is the 'I-Spray Pak', a variation on the

◀ We haven't heard much about the Nintendo - 'let's talk to Pikachu' - headset since last November so maybe there's an opening in the market for one of Max's creations after all. Or maybe not.

with Max Everingham

## Bomberman hits the big time

### MADE IN JAPAN

Our man in Japan looks at ways to tackle hooliganism, oh, and manages to squeeze in some stuff about Nintendo too.

**T**he writing was on the wall last week for Hudson's forthcoming PlayStation title, *Bomberman Fantasy Race*. Displayed on a giant 500-inch screen tacked to the side of Shinjuku JR rail station in Tokyo, the game was shown along with *Star Soldier*, the title Hudson are working on for the N64.

Both games ran for seven hours during the night, attracting crowds of Japanese businessmen and office

ladies on their way home from work and creating a considerable, but fun, distraction for commuters, most of whom confessed to never having really played games before. Thanks to the 500-inch-capable projector, say Hudson PR dept, they managed to generate a massive amount of interest amongst people outside their usual target audience.





# th tment

nitely can't.

common or garden aerosol you'll find in your bathroom. When slotted into the controller, the 'I-Spray Pak' emits intermittent short bursts of water in the player's general direction. Designed in the wake of World Cup fever to cool off gamers who are inclined to get a bit hot under the collar, the 'I-Spray Pak' is equally effective for providing extra realism while playing sea-based titles such as *Wave Race*, or for the watery bits in *Mario Kart*.

My last idea is inspired by a recent *Extreme G* race against my wife. Halfway through, she

remarked that the sea breeze blowing through the room from the balcony gave an exhilarating sense of speed and motion to the game. A small fan in the 'Suk 'n' Blow' sucks air from the environment and redirects it, in the manner of a washroom hand dryer, into the player's face. Particularly effective when used with racing games, tiny scented-oil cones can also be placed in the 'Suk 'n' Blow', allowing all manner of aromas to be blasted towards the nostrils. First on the market will be the 'Elephant Poo Cone' for that authentic Diddy Kong experience.



## The money of colour

**N**intendo have announced a price point for their new Colour

Game Boy - ¥8,900. Scheduled for release in September, the plan is to have two colour-compatible titles available at the same time as the new machine. This is all part of Nintendo's cunning new marketing drive which consists primarily of, um, making everything cheaper. Stroke of genius. Nintendo report that they are trying to encourage people to buy the slew of software which will be available during the summer months, and, along with the July 1st price drop for the N64, (down from ¥16,800 to ¥14,000) the company hope the arrival of the sun will herald a new chapter in their fortunes.



## Strong challenge

Koei have released more screenshots and info on *WinBack* - the game they hope will challenge Konami's *Metal Gear Solid*. In particular, the guys at Koei have been working on the scenario backgrounds; filling the previously barren environments with plenty of suitably militaristic 3D polygon vehicles.

The first three settings, presently dubbed 'outside ground', 'main office' and 'Factory area', may sound mundane, but look promising and are slightly reminiscent of



Rare's efforts with *GoldenEye*. Two new characters have been introduced. Steven Regal is a 33-year-old, silver-haired S.C.A.T leader. Matthew Brown, his colleague is the same age but taller and heavier. Brown also sports a dashing, trademark moustache and is known for his constant good humour and the ability to boost morale amongst his colleagues.

Not due out until the winter, Koei have plenty of time to work on

this game which could prove a serious challenger to the likes of *Metal Gear Solid* and even *Hybrid Heaven*.

## Hit a home run and win BIG!

Konami have recently paid out 10,000 dollars to a Giants baseball player who was just doing his job. Kazuhiro Kiyohara hit a home run at the famous Tokyo Dome baseball stadium and when it bounced off Konami's advertising billboard, the company were a whole pile of yen poorer. Why? The number of replays screened on TV means massive exposure so, before advertising, companies must agree to pay out a cool, million yen to any home run hitters who manage to strike their sign. Not bad for a few seconds work, eh?

## Indispensable gadget

True to form, Bandai have announced their latest widget you'll never be able to live without. For a mere 5,800 yen, you too can look a total loony on the train by attempting to land the big one on your authentically-equipped-for-fishing-games, Game Boy. The 'Granda reel' has been specially designed to complement the bass fishing tournament game *Granda Musashi RV*, a title based on a very popular anime show here in Japan.



## LEARN JAPANESE

**PART 15**

Let's kick off the Japanese section this month with a quick lesson in humility:

Zannen. Makemashita. = Oh deary me, I lost.

残念。負けました

Omedetou. Watashi-tachi yori jouzu desu. = Congratulations! You are more skilful than we are.

おめでとう。私たちより上手です

Yobbu Pakku o irete kudasai. = Please insert Yob-Pak.

‘ヨブパック’を入れてください

Ah, arigatou gozaimasu, demo kekko desu. = Thanks, but no thanks.

ありがとうございます、でも結構です

Pokemon no hikouki de ikitai. = I want to travel by Pocket Monster plane, please.

ポケモンの飛行機で行きたい



N64 Magazine's Special Investigations can take us all over the world. And with the year's most awaited sequel, it did. We travel to Iguana US in Texas to play EXCLUSIVE all-new levels of the fantastic *Turok 2*...

**N64**  
MAGAZINE

# SPECIAL INVESTIGATION

**S**ometimes developers must amaze even themselves. And, playing *Turok 2*, you have to wonder whether Iguana really believed this follow-up could become as good as it has. Frankly, it's astonishing: bigger, darker, scarier, more violent, better looking. Indeed, the leap between this and the first *Turok*, is a giant one.

Setting you down in another mess of a land, ravaged by destruction and laden with lightning fast dinosaurs and shambling hybrids, *Turok 2* sees the unfortunately named Joshua Fireseed – or Turok, as we know him – coming up against the snarling, massacre-happy Primagen, another Grade A nutball, who's already killed off half the human population and is out to make a clean sweep. Naturally, with weapons in tow, it's your job to take him down.

Amazingly, *Turok 2*'s development time has been significantly shorter than the first game's, perhaps because Iguana were working from the remnants of the original engine. However, that's where the similarities end. The levels have swelled to



The first game was surpassed by *GoldenEye*. But, the sequel has redressed the balance. Welcome to the roaring, snapping, staggering, ultra-violent world of *Turok 2*...

# TUROK

## SEEDS OF EVIL

Turok 2

ACCLAIM/IGUANA



October



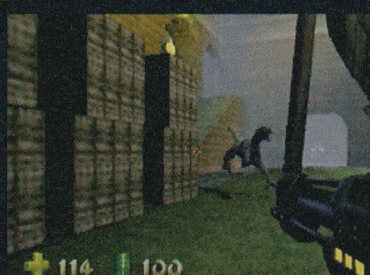
1-4

UK release October



△ One of the many deserted houses. Note the bodies strewn across the floor. Nasty, that.

**VISUALS** ● The fogging has been cut back to a fine mist, producing an air of expectancy and tension...



more than twice the size, but more than that, there's been genuine efforts to put right what was wrong with *Turok*; the frustration of precision jumping has been minimised, for example, and also, more

significantly, the fogging has been cut back to a fine mist, which hangs heavy around the levels, producing an air of expectancy, nervousness and tension.

The interiors and exteriors are now astounding. The fact that you can see further obviously accentuates the environments, but the level of detail and resolution is now remarkably high. Iguana have kept to the same number of levels as the first game – eight – but the structure is now cunningly different. To accommodate the ballooning of level size, and to prevent players from getting lost, each level has also been divided into graphically different sub-sections, split up by warps, which gives the game an exceptionally vast feel.

Most surprisingly, perhaps, is the news that *Turok 2* actually only includes one species of dinosaur, in the super-quick

### UP THE SCREECH

The sound in *Turok 2* is fabulous. As you wander through the levels, the background is entirely made up of people screaming – specific cries for help include: "Oh my Gooooood!" and "Aaaaaaaah!" – and the sounds of horses, with *clopping* hooves and *naying*. What would be even better is if you could actually see the confused horses running about, or the screaming people being chopped down by some of the game's monsters. Oh, go on, Iguana...



GO! GO! ▶





#### MONSTER MADNESS!

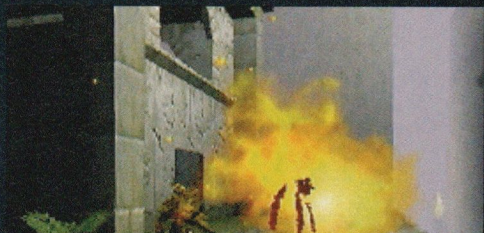
Whilst many of the dinosaurs have been done away with, *Turok 2* has made sure that the creatures that have come in to replace the Jurassic jumpers of the first game are equally as frightening. This, plainly, is achieved, to a certain extent, by sticking humungous great teeth and grotesque, I'm-going-to-rip-your-head-off faces on them but... there's also a second reason why *Turok 2*'s beasts are so scary. Put simply, they're intelligent. The AI has been tweaked to perfection in this sequel so that: a) When you come up against a higher class of beast, if you haven't shot them enough times, they'll keep COMING ATCHA until you have. The Flamethrower is perfect for this. Shoot out a wall of flames, watch the monsters catch fire and then run VERY FAST in the other direction as it pelts after you screaming its head off. And, b) Lesser monsters will attack you and, if you hit them, run away again, wounded. This is somewhat easier, you might think. Unfortunately, no. The reason its run away is because it's gone to get its family. Who, unsurprisingly, are much, much bigger.

▷ The level of AI is astonishing. The way these Raptors run after you – and the pace at which they do so – is really, truly scary. Oh, and they bite too.



◁ Tipped over chairs and sweaty semi-darkness. A definite feature of *Turok 2*.

▷ A Fireborn. He'll have you for breakfast. And lunch.



△ Notice that white thing? That's just been lobbed by the enemy.

▽ Even passing through checkpoints isn't easy. Better lock and load, then.



◁ Things explode all over the place. And the explosions are as realistic as we've ever seen. Just look at them.



△ This distress beacon has to be set off at the start of the game. Gets you help a bit sooner, see?

◁ Finish enemies off as they lie on the ground. He's already lacking a head, look.

▷ guise of the Raptor. The rest of the meaty monster crew is made up of strange in-betweeners like the sharp-toothed, orange-skinned Fireborn, or the gun-toting, walking lizards that are the Drones. However, there are



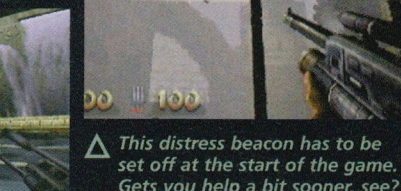
**LIFESPAN** ...each level has also been divided into different sub-sections, split up by warps, which gives the game an exceptionally vast feel.

Dimorphadon's, who swoop through the air above you as you search through the levels. In this still-in-progress version, though, they never actually attacked

Turok, just flew around above his head and squawked a bit.

Unlike the first game, where there was a boss for every other level, *Turok 2* now

**MASTERY** *Turok 2* now boasts a huge end-of-stage nasty at the completion of every level.



boasts an end-o'-stage nasty at the completion of each one. Again, these baddies are still under wraps but, at E3, N64 was fortunate enough to see the boss that piped up at the end of level five: A huge, pink, pulsating cocoon, attached to the floor and stretching to the ceiling, it was spewing out skin-crawling little mites that scurried towards Turok and attacked him. Like the annoying beetles in the first game, these things get under your feet and can best be dispatched with a swipe from your Talon or War Blade.

Unfortunately, after killing off all the pesky mites, the game's producer David Dienstbier stepped in and quit out, suggesting that what comes after is considerably more impressive, and similarly cocoon-emanating.

And that's only the beginning. Scheduled for early October, there's still work to do on *Turok 2*. But, already it's looking amazing. After you've looked at these grabs, we're sure you'll agree.



# Death of the Day

Ah, weapons. The first Turok sported a revolutionary new line in building-sized designer hardware. Now its sequel goes and all but doubles the number, with 22 rumoured to be the final total. Here's a quick taste of what to expect from the 14 already available...

## Talon

Your default underwater tool, dealing with H<sub>2</sub>O-lingering monsters after a couple of good swipes. Once you dig out a better weapon (the speargun), you'll happily ditch this, though.



## War Blade

This two-pronged giver-of-death will bag you a Raptor with five or six good strokes, and its effect is pretty bloody. Catch a monster across the neck and watch that red stuff squirt!



## Bow

Now, when you hit a monster with an arrow, it actually sticks in them and, until you catch them in the right spot – i.e. the head – they'll still come back at you, jaws a-snapping.



## Tek Arrow

The same rules apply as in the first game. Oh, and the Tek Arrow is also, currently, the only weapon you can use in conjunction with the zoom mask. This may change, however.



## Pistol

The first weapon that you'll be genuinely confident parading about with, as an Endtrail opens its gob around your head. The Pistol also comes with a pleasing side order of crimson fireworks.



## Magnum

Aha! Now we're talking. It's a bit slow to reload maybe, but complete with furious recoil, and bloody afters, the Magnum'll put a Raptor to ground easily with a couple of well placed shots.



## Tranquilliser

Dotted around the levels are touchplates which, when stepped upon, open up secret doorways. When enemies wander over a touchplate, tranquillise them and they'll fall, keeping it open.



## Charge Dart Rifle

This National Grid of a gun, fires streaks of electrical charges which stun your enemies stock still. Whilst they're sh-sh-shaking, you can then lug a bullet in their head. Nice, that.



## RUMBLE IN THE JUNGLE

With Turok 2, Iguana have also instigated a new way of using the Rumble Pak. Obviously, when you're being leapt on by a Raptor, or being shot at from on



high by a laser-shooting Hulk, the Pak'll be buzzing away as normal. But, equally, it acts as a superb atmosphere-builder, fading in and out with rumbles as monsters run towards and away from you.



## Shotgun

Coming free with a whole world of hurt, the shotgun will take a Raptor's head clean off. Now watch as said dinos pelt it around with a geyser of blood spurting from their necks. Fantastic!



## Plasma Rifle

Virtually the same as the first game's Pulse Rifle, the Plasma Rifle is perfection itself when it comes to long range shooting – but it's not strong, so it'll take a couple of accurate hits.



## Firestorm Cannon

Shooting off red rays o' death, the Firestorm opens up when you select it, the barrel rotating and locking in place. It's accurate and fast. Like the first game's Chain Gun, but juicier.



## PFM Laser

Difficult to get the most out of but with a staggeringly violent end, these work like proximity mines: once a monster wanders near them they go off, chopping enemies in two.



## Grenade Launcher

Another weapon that has carried over from the original, the Grenade Launcher is devastating but takes time to get used to. Lob one up to a high platform and watch the monster fly-aaaaah!



## Shredder

One of the best new weapons and an absolute must for indoors. The beauty of the Shredder is that its lasers bounce off walls, so they shoot back and forth until they've hit something.



## Scorpion Launcher

Tremendous. Firing three missiles, the first homes in on the monster, killing it; the second slices it in two; and then the third scatters its body across a very wide area. Pick that out!



## Flame Thrower

Fries opponents to death if you use enough flame but, equally, if you use a little, you can watch them run about screaming in pain. Oh, and, by touching crates, they can spread fire.





## COMING OUT OF THE DARK

Has a game ever really made you jump? Doubtful, we'd wager. Well, *Turok 2* – although not chew-your-nails scary – does have an ingenious new way of ensuring your brow is, at least, constantly moist. See, sections of each level are in complete darkness and can only be lightened by firing off a flare or, if you don't have one of those to hand, a weapon. And quite often, these rooms are dark for a purpose... Because, somewhere, hidden in the blackness, is a crouched monster ready to pounce. And, as the lights come up, it does just that. Aaaaaaargh!



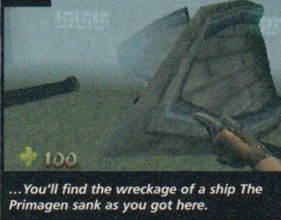
## A tour of the town

Grab our hand, squeeze it tightly and find out exactly *why* *Turok 2* is so good...

**1** This dockland area is where you start the game. Looking below the surface...



**2** ...You'll find the wreckage of a ship The Primagen sank as you got here.



**3** As you get back onto dry land, things are exploding left, right and centre.

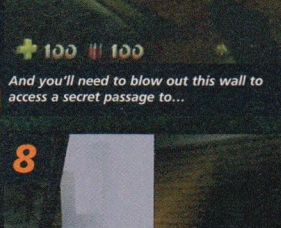


**7** Whilst neither *Turok* game is likely to have you stumped by its complex puzzles, *Turok 2* does encourage plenty of searching around. Particularly for these switches. Each one opens a new section of the level, or flattens a previously uncrossable drawbridge.

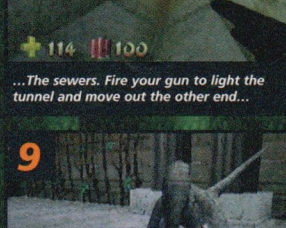
...And aaaaaaargh! BANG! (Nicely done. You just took off its head.)



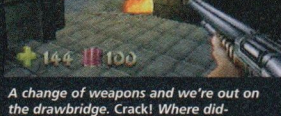
**4** And you'll need to blow out this wall to access a secret passage to...



**5** ...The sewers. Fire your gun to light the tunnel and move out the other end...



**8** A change of weapons and we're out on the drawbridge. Crack! Where did-



**9** - a Raptor! Gaaaaaaah! Lock, load and pull that trigger! BOOM!



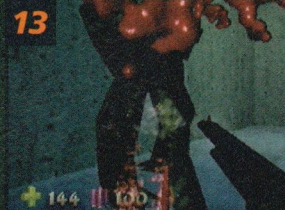
**10** Now watch it run! Q. How's the Raptor? A. He's gone crazy in the head.



**11** Taught you a lesson you won't forget. You could say you're feeling a bit cr-



**12** -aaaaaaaraptor! Aaaaaaaargh! Where did you come from? Aim and BANG!



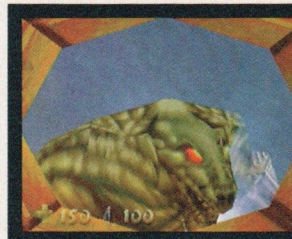
**13** Ha! Split him in two. This truly is a game of two halves. Right. Moving on...

## Look into my eyes...

Mix *GoldenEye*'s Sniper Rifle with *MDK*'s Sniper Helmet and you've got...

This. *Turok 2*'s Sniper Mode does, indeed, look very similar to *MDK*'s but, even so, it's a ludicrously helpful addition to our Red Indian hero's arsenal. In the version **N64** played, the Sniper Mode could only be used with the Tek Bow (hence this Fireborn going a healthy shade of blue after we've taken aim), but Iguana are currently tagging it onto a number of other weapons. Here, we've managed to pick out a Milkfloat-sized fiend at the end of a high platform near the beginning of the game. It's not as easy as all that, of course. The monsters will keep firing at you as soon as you wander into view, so a certain amount of stealth is required. Not particularly easy, as the control system for the Sniper Mode is tricky: press up on the D-Pad to flip the

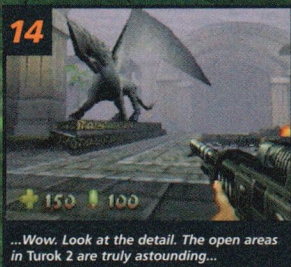
Zoom down, then hold the Right Shoulder button and then Top and Bottom-C to pan in and out. Oh, and the analogue swings the window about so, effectively, you can lug one into this beastie 'downstairs', if you want.



△ Take aim – using the analogue stick to swivel – pull back on that Tek Arrow...

◁ ...And watch as this beastie gets it.





14 ...Wow. Look at the detail. The open areas in Turok 2 are truly astounding...



18 Oh, and, like GoldenEye, noise alerts the enemy. Now his friends are awake...



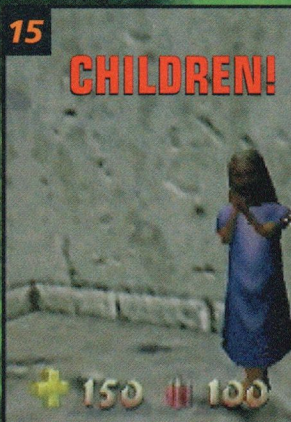
21 ...But, just as you give the Firestorm Cannon a run out, this appears!



25 Catching fire, it still doesn't stop coming at you! Back up, back up, BACK UP!



27 ...On, and with the Scorpion Cannon in tow, you move through this dark house...



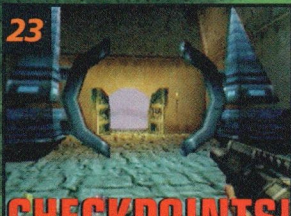
15 **CHILDREN!**  
A secondary task in Turok 2 sees you rescuing children whose parents have been slain by Primagen's hordes of scabby-skinned nasties. They're usually hidden away quite well, looking sad and lonely. But, rescue them, and they're soon laughing again. Nice.



16 ...Roooooar! Oh... hello. Right, keep calm. Swing the Plasma Rifle up and...

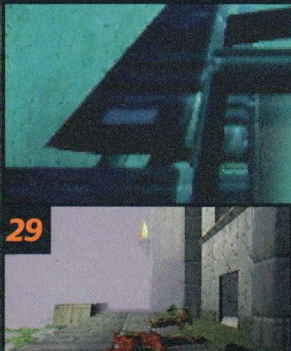


19 ...And they're not pleased. But, with a good shot, this one loses his head.



23 **CHECKPOINTS!**

Because Turok 2 is far bigger than its predecessor, and because it requires you to search far more thoroughly (and, therefore, chance death more often) these checkpoints are placed generously throughout. Step through and the game restarts you here when you die.



29 And, frankly, you can't argue with that. Now move into the door on the right...



17 ...Try this on for size. (The stomach is the key area in Endtrail's like this.)



20 Wandering past and on, you emerge behind a waterfall. Everything is quiet...



24 Through the other side, flamethrower waiting, you're straight into this...



30 **WARPS!**  
And you've reached the end of this subsection. Walk into the centre, everything goes blue and you're taken to the next instalment of the first level. The warp also acts as a handy save point, meaning you don't have to retrace your steps too much.

## MODES!

Where's the multiplayer, then? Well, it's still being worked on at Iguana and it's still very much under wraps. Seen shots of it already, have you? Unfortunately not. These are lame attempts at reproducing the look of the multiplayer modes by squeezing four one-player shots down. They're *not* – repeat, NOT – the multiplayer game. However, we'll clarify how it works: 1) There's a Team Mode, where all four human players team up and kill anything that moves monster-wise, 2) A Bloodlust (read: Deathmatch) Mode where it's all against all, and 3) A Frag Tag, where one player is 'it' and has to kill the three remaining players before they reach a 'safe spot'. And the threesome don't have any weapons. Playable characters will include Turok, Adon (his sort-of-bird) and hideous monsters the Purr-Linn, the Sloth, Flesh Eaters, Gants and Raptors. Stupendous!

## Turok Hard...

So, what's Turok 2 really like? Is it better than GoldenEye? Well, Turok 2 is fantastic. It's as good – probably better, actually – than we hoped, with all-new, all-dazzling weapons, a healthy quota of gut spillage and some truly jaw-dropping environments. It's also absolutely huge and, like the first game, super-hard as well. But, but, but, is it *better* than GoldenEye? Well, it, perhaps, hasn't got the *brains* of Rare's game. It doesn't require you to think as hard and 95% of its puzzles are fairly simple switch-pulling. But, Turok 2, like its predecessor, is more akin to Doom's all-out guns blazing action than GoldenEye's clever mix of action and stealth. And, anyway, do we really care? Turok 2 is tremendous and another perfect example of why the N64 is the world's greatest console. We can't wait...

**TO BE CONTINUED...**

We'll be reviewing Turok 2 in two issues time. Oh, and we'll be the first magazine in the world to complete it as well. Stay tuned...





THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

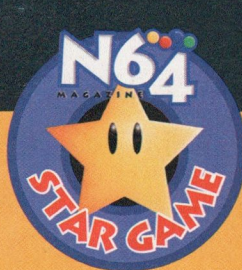
# N64 ARENA

MAGAZINE



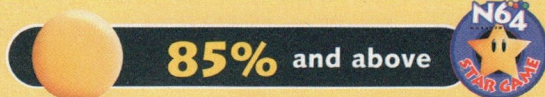
We've waited literally years but, finally, the world's first spy sim arrives...

## MISSION: IMPOSSIBLE



### Guide to scoring

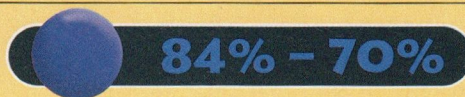
Because N64 cartridges are so expensive, we won't award our Star Game award until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.



85% and above

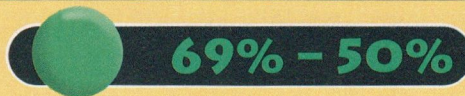


Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.



84% - 70%

The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.



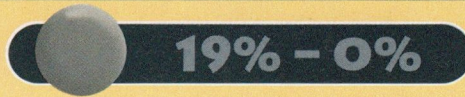
69% - 50%

We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.



49% - 20%

Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.



19% - 0%

The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.



# IGGY'S RECKIN' BALLS

Acclaim's talking balls arrive on your N64...

GO TO PAGE 46

# WWF WARZONE

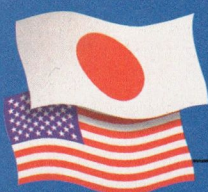
Fat bellies and flash cacks in this ace wrestler!

GO TO PAGE 48

# ALL STAR BASEBALL

It was great on import, now it's here on PAL...

GO TO PAGE 52



# IMPORT ARENA

The games they're playing in America and Japan.



# F-ZERO X

Whooooosh! The fastest game in the world just got a whole lot quicker. First EVER review inside...

GO TO PAGE 54



# STAR SOLDIER

Quirky little top down shooter from Hudson! Not bad! Just don't go playing it on Easy...

GO TO PAGE 62

# DEZAEMON

Don't like Star Soldier? Do better with this...

GO TO PAGE 64

# OFF ROAD CHALLENGE

Oh, and then there's this. Not a great end, eh?

GO TO PAGE 65

# HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

## What those categories mean

### 9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

### 9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

### 9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

### 9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

### VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

## Team 64

Game of the month? Has to be F-Zero X. But, during the heated exchanges of N64's many multiplayer sessions this month, who did the team plump for?



### James 'Hair Boy' Ashton

"Captain Falcon." And he drives? "The Blue Falcon, of course. Actually, there's a funny story about that and I'll just relate it to you now, if that's okay." Nope. No.

Game of the month: F-Zero X



### Paul Jarrold

"Octman's my favourite. He drives the Deep Claw." Won a round of F-Zero X yet, Paul? "Actually, yes... um, no. I watched the CPU demo win, though."

Game of the month: F-Zero X



### Wil Overton

"Silver Neelsen. He drives the Night Thunder." Bit old, isn't he? "Oh, sure. Ageism. That's nice." Bit rubbish, isn't he? "Oh, sure, that's, er, yeah. He is."

Game of the month: F-Zero X



### Andrea Ball

Sadly, since acquiring a new stick with which to thrash mercilessly, Andrea has been unable to say anything but, "Wu-oh! Wu-oh! Here comes the hammer!"

Game of the month: F-Zero X



### Tim Weaver

"Samurai Goroh! Get in! He races around in the lightning fast Fire Stingray." The PINK Fire Stingray? "Yeah." The PINK Fire Stingray that looks like a bus? "Oh."

Game of the month: F-Zero X



### Jes Bickham

"Hallo! Eet is me, Jes vrom Aqua. I am friend of yours, ja? My character een F-Zero X is Gomar. He looks like zee dog's dirty bits, no? I vas vunce a voman."

Game of the month: F-Zero X



### Martin Kitts

Look at Martin's choice! Mr EAD. A bloke with breasts. And his vehicle's the (titter) Great Star. "Do I make you laugh?" Um... "DO I MAKE YOU LAUGH?" No, Martin.

Game of the month: F-Zero X



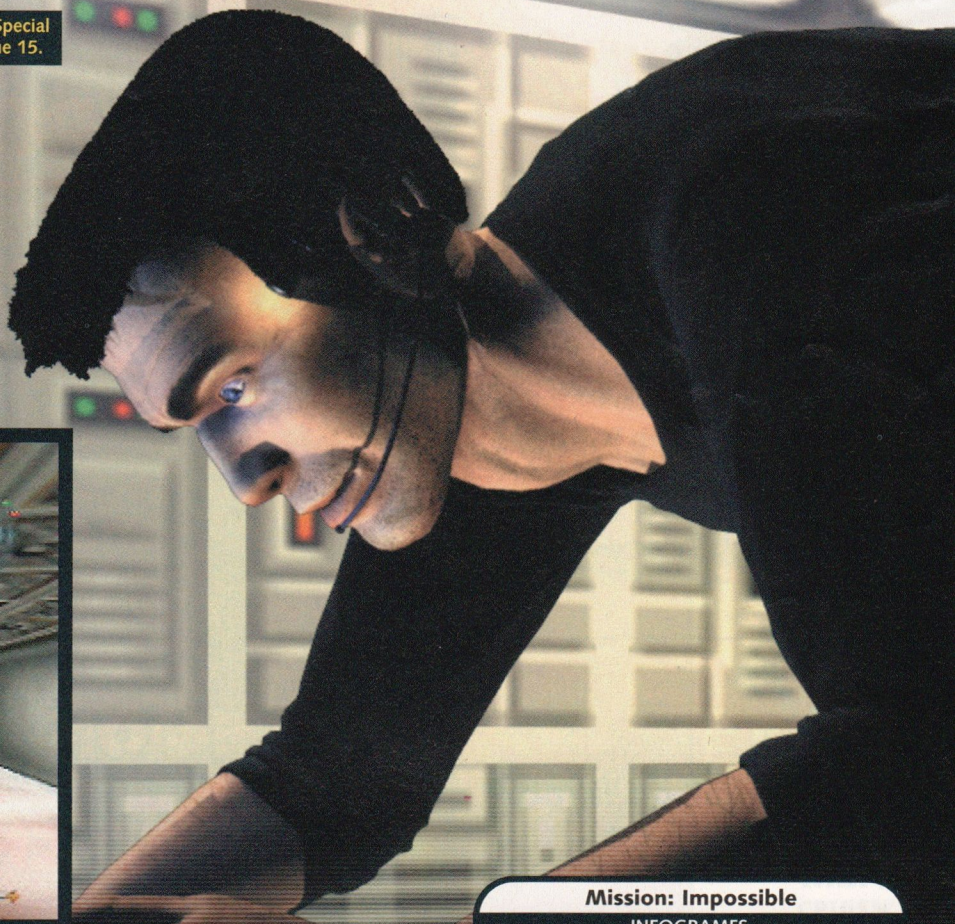
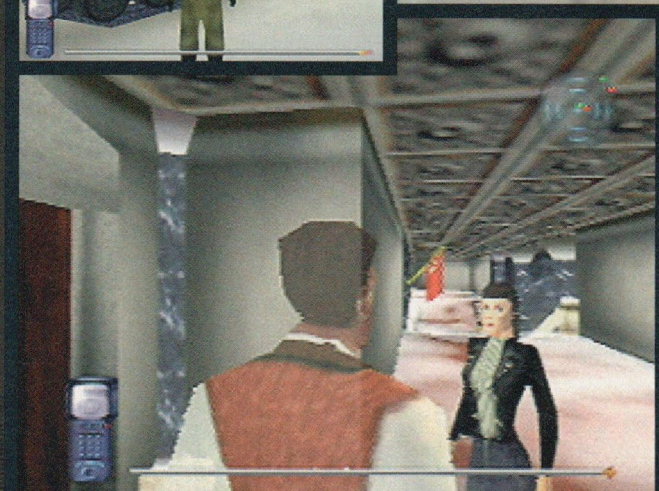
### James Price

"Dr. Stewart and his Golden Fox machine. Okay, so he's an outsider, but I like that in a person. It shows that they are willing to stand-" (Fades)



Game of the month: F-Zero X



PREVIOUSLY IN N64 James visited Infogrames for a Special Investigation on *Mission* in issue 15.



Finally, after years of waiting, *Mission: Impossible* is here. Cue music...

Mission: Impossible				
INFOGRAMES				
	September	96M		1
		Control Pak	Cartridge back-up	Rumble Pak
£55				

# MISSION: IMPOSSIBLE

**T**o be honest, we never thought we'd get to this stage. A stage where, joypad in hands, we're actually directing Ethan Hunt and his IMF team around the top-secret CIA rooftop, and staring at a fully finished version of Infogrames' seemingly doomed *Mission: Impossible*.

When we brought you the World Exclusive preview of *Mission* in N64/15, we weren't joking when we said it was 'showing a lot of promise'. The reliance on stealth rather than violence, as opposed to *GoldenEye* (which relied pretty heavily

on both), meant that it had a very different, and very enticing, flavour. Instead of blasting anything that moved, you had to sneak around secret locations and avoid stepping into searchlights, or crouch down behind tunnel ducts, watch guards walk past you, and knock them out from behind.

It was exciting, exhilarating and nerve-racking. But, it needed some work. To fully allow the stealth aspect to flourish, the controls needed to be more precise, allowing you to slowly creep along against walls or, alternatively, leg it as fast as you could

(something that, with the brilliance of analogue control, was easily possible). Also, the camera needed to be less erratic. It never seemed to quite settle in the preview versions. And some of the AI, lauded as being the game's strong point, required fine tuning. Sometimes enemies did things that weren't realistic or just plain fair. But, for all that, its promise remained intact.

So, with that in mind, let's slip on our disguises, start wielding our dart guns and infiltrate 1998's most delayed, and some would say most anticipated, game. Onwards...

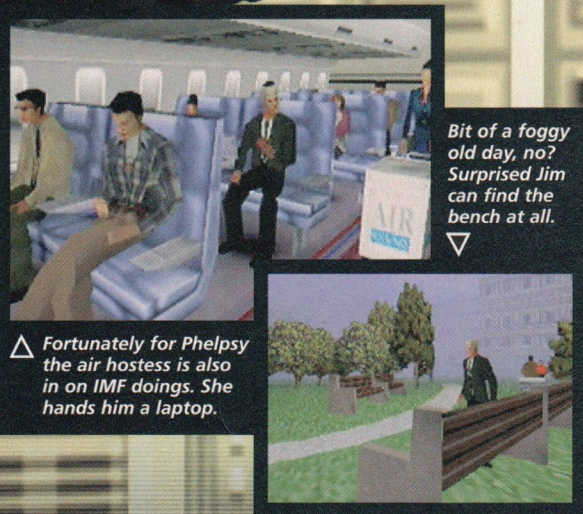


# Good Morning, Mr Phelps...

And so your game of *Mission: Impossible* begins. Sit back and load those dart guns...

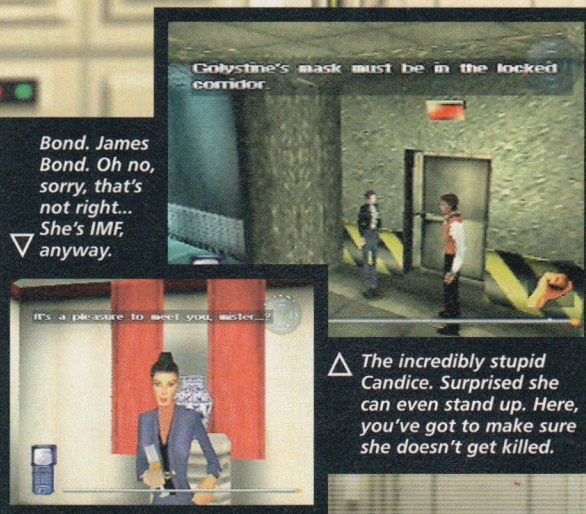
## BRIEFING

Before sending you off into each mission (there are five in all, which are then split into sub-levels), Jim Phelps – IMF boss – is first briefed from The Powers That Be™ on what your particular mission entails. This opens the way for a particularly impressive speech-accompanied animated sequence and film-style video clips of dodgy terrorists dealing in illegal arms. Once the briefing is over, Phelps' lap top self-destructs. In five seconds.



## TEAM

Each time Ethan begins a mission, he is also informed of which one of his four fellow IMF agents – Dieter, Clutter, Candice or Jack – he will be teaming up with. Tragically, they're all pretty thick. Candice is straight from the Natalya school of uselessness. Computers are her speciality but she also loves getting shot and helping you fail the mission. Clutter is a dumb hick, Jack cracks rubbish jokes and Dieter throws a fit if you stand next to him. Odd.



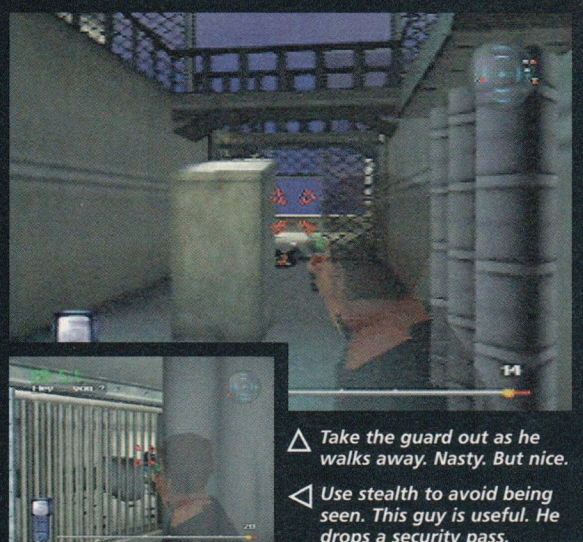
## BEARDED RUSSIANS!

The secondary cast in *Mission: Impossible* is entirely made up of ugly, bearded Russians and appallingly inept, bespectacled Americans. But, that's the least of their problems; the script they have to read from is sometimes hilariously bad. An example we gave you with our preview a couple of months ago saw Ethan confronting a guard in the submarine pen and, when asked who he was, saying: "My name's Fred and I'm looking for my dog". You can really see an international spy saying that and getting away with it.

Other diamonds include Ethan getting blown up by an exploding crate of toxic waste and saying, "Darn, toxic waste" and then, "I must stay away from these explosions" (yeah, *must*) and Ethan searching a small depot area beneath the Embassy and suddenly saying: "Hmm, that box looks kind of strange". Any chance that means we should explore the box more closely (even though it looks exactly the same as all the others and not strange at all)? Talk about disappointing...

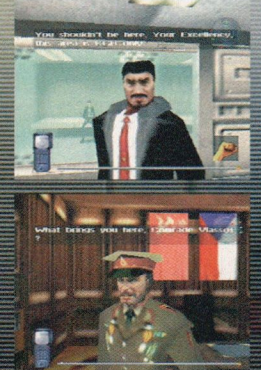
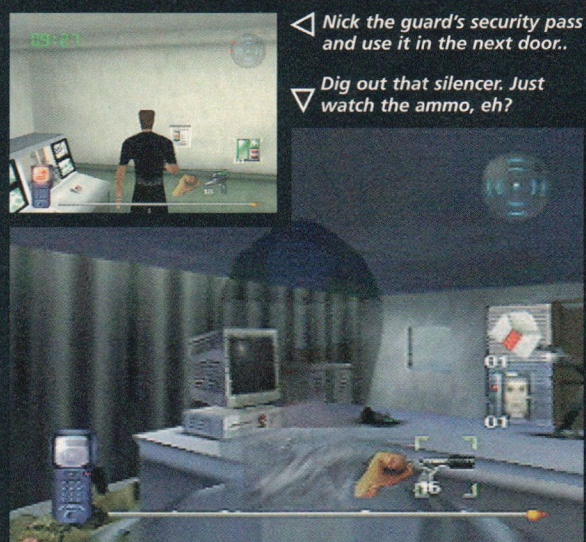
## SHOOTING

Slightly more relevant than your idiotic team is how you actually fire a gun. Well, by holding down the Right shoulder, Ethan becomes translucent, allowing you, for all intents and purposes, to slip into a first-person perspective. Then, move the sights with the analogue stick and shoot with Z. Also, you can strafe from side-to-side using Right-C and Left-C and also zoom (but, annoyingly, not very far) with Top-C.



## INVENTORY

You can access your inventory via the B button. Once pressed you'll see that your equipment divides into two separate forms: weapons and gadgets. The weapons can simply be accessed by scrolling through with B and pressing A to select. The gadgets, however, require you to press B and then Top-C. Once more, you simply scroll through using B and selecting with A. Once a gadget is selected and used in the right circumstances, you're treated to an animated sequence.





# THIS COULD BE LEVEAN

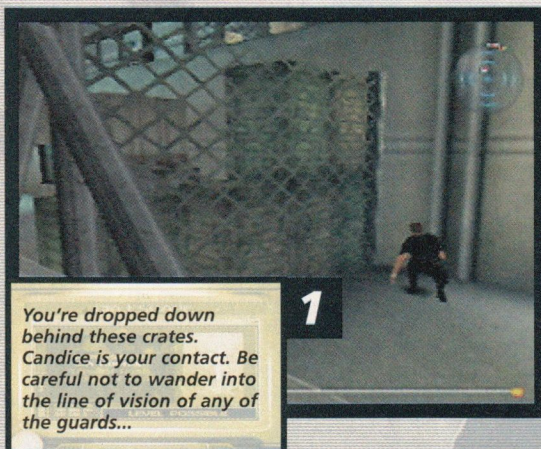
That title didn't work, did it? (No - James) Anyway, the ol' *Impossible* is broken down into five separate missions: **Ice Hit** (Lundkwist Base, Sub Pen); **Recover NOC List** (Embassy Function, Embassy Warehouse, KGB HQ, Security Hallway, Sewage Control, KGB HQ Escape, Fire Alarm Escape); **Escape from CIA** (CIA Interrogation, Hallway, Infirmary, CIA Roof, Terminal Room, Rooftop Escape); **Mole Hunt** (Waterloo Station, Train Cars, Train Roof); and **Ice Storm** (Sub Pen, Tunnel, Mainland, Gunboat).

The levels don't necessarily get longer as you progress but they do get harder, even some of the sort-of-sub-games like Security Hallway and Infirmary.

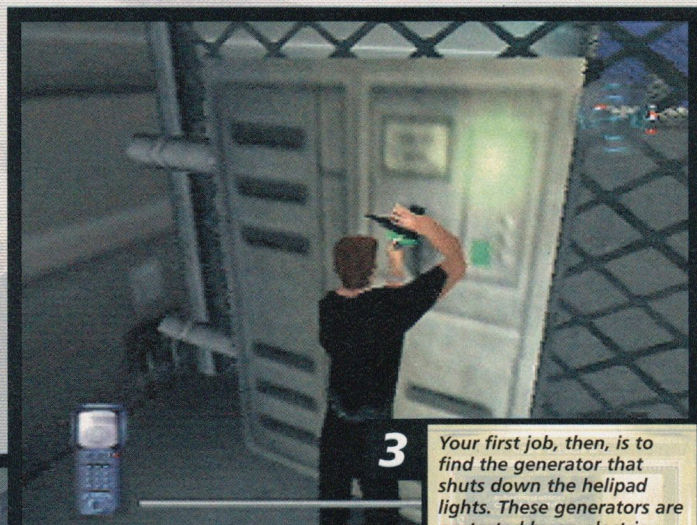
Something to be careful of: in-game objectives changing without warning. Incredibly, we were playing through the Sub Pen level, thought we'd completed it, then had another never-before-mentioned objective slapped on for good measure. Unsurprisingly, we failed the mission and had to go back and do all FOUR (including the 'surprise') objectives again.

## Walkthrough!

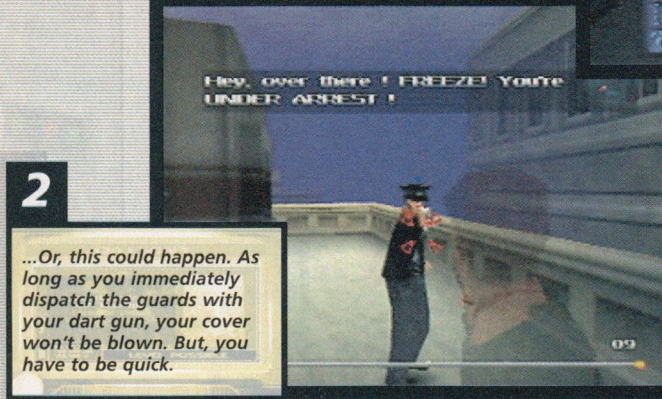
The CIA Rooftop level is easily one of the best in the game. There's plenty of stealth, plenty of darting-in-the-back and plenty of secret goings-on...



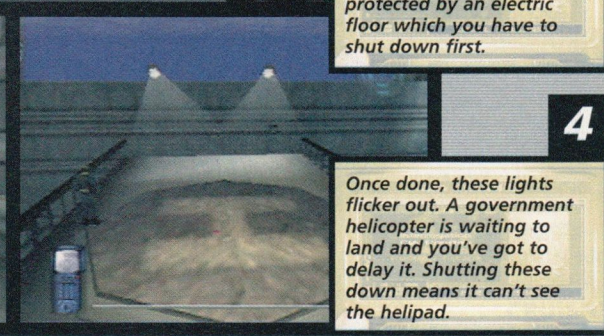
**1**  
You're dropped down behind these crates. Candice is your contact. Be careful not to wander into the line of vision of any of the guards...



**3**  
Your first job, then, is to find the generator that shuts down the helipad lights. These generators are protected by an electric floor which you have to shut down first.



**2**  
...Or, this could happen. As long as you immediately dispatch the guards with your dart gun, your cover won't be blown. But, you have to be quick.



**4**  
Once done, these lights flicker out. A government helicopter is waiting to land and you've got to delay it. Shutting these down means it can't see the helipad.

## A wealth of stealth

If there's one thing you need to be in *Mission: Impossible*, it's cunning: quiet and anonymous. In short, you need to be stealthy. Welcome to the super-secret world of spying...

### Sub Pen: part 1

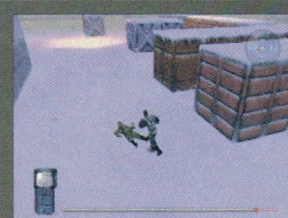
The first part of the Sub Pen level sees you searching this high security area (even though Dieter just drops you off at an adjacent river and you leap over the boundary fences) for a guard whose face you can nick using the Facemaker tool. So, you head to one of the huts in the pen, knock out an unsuspecting guard, steal his face and pick up a letter on the table. The point? Well, by getting this guard to take the letter from you and deliver it, you've left yourself enough time to leap on the back of a truck leaving the pen later on. Handy. Moving on...



△ He'll deliver it alright! He'll deliver it or we won't spare his sorry life. A-ha-ha...

### Sub Pen: part 2

You arrive under cover of darkness, which helps with you sneaking around. However, one of your objectives sees you having to pick up an explosive in a building opposite one of the search lights. If you step into the cone of light when it sweeps from side to side, the alarm will be raised and tens of armed guards will suddenly appear, gunning you down mercilessly. So, in order not to arouse any suspicion, you have to shoot out the lights on the search towers. This way, you can wander around unchallenged. And then leap on the back of the carrier. Nicely...



▷ Get a guard to deliver your letter and leap onto the back of this carrier.



◁ Deck a few guards with your stealthy powers (keeping out of the light) and then...

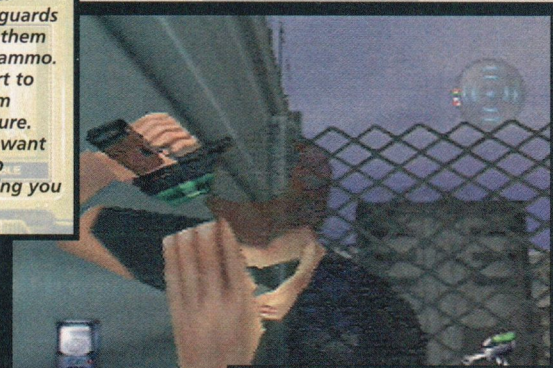


walkthrough continued over the page **GO! GO!**

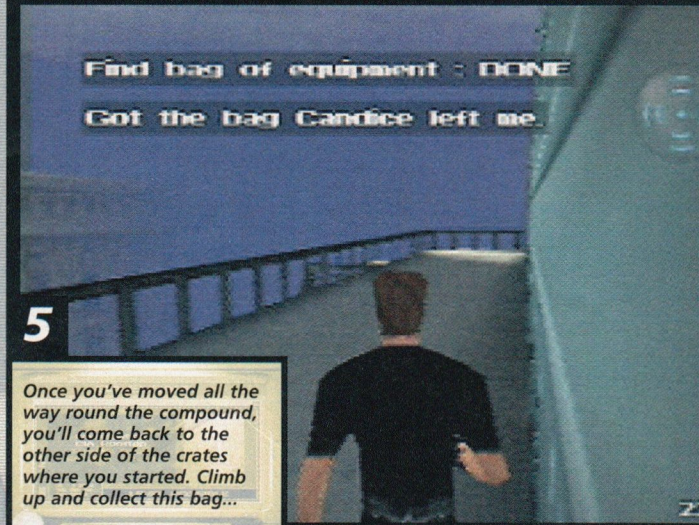
**AND I WOULD HAVE GOT AWAY WITH IT...**  
With the help of the Facemaker, an ingenious invention from the IMF, you can reproduce someone else's face in latex and then slap it onto yours. Ethan, then, makes ample use of the foam compression cartridges built into the 'Maker (as they call it in the spy trade) changing into such high respected people as the Ambassador's Aide and, er, a plumber. Get on!



**4** As you progress you'll notice some tiny huts. There'll probably be guards near them. Dart gun them and move inside for ammo. And, just as they start to get up, dart gun them again for good measure. One thing you don't want is guards creeping up behind you and placing you under arrest.

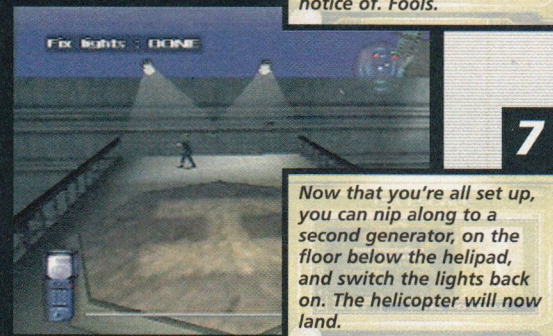


**6** ...Inside you'll find a trusty old disguise. Quickly change and you'll soon take on the guise of a serviceman, who the CIA guards won't take any notice of. Fools.

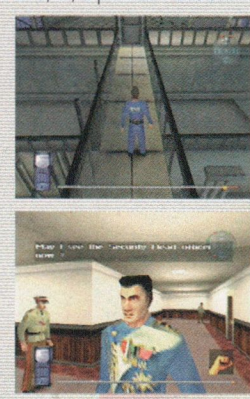


**5** Once you've moved all the way round the compound, you'll come back to the other side of the crates where you started. Climb up and collect this bag...

Find bag of equipment : DONE  
Got the bag Candice left me.



**7** Now that you're all set up, you can nip along to a second generator, on the floor below the helipad, and switch the lights back on. The helicopter will now land.



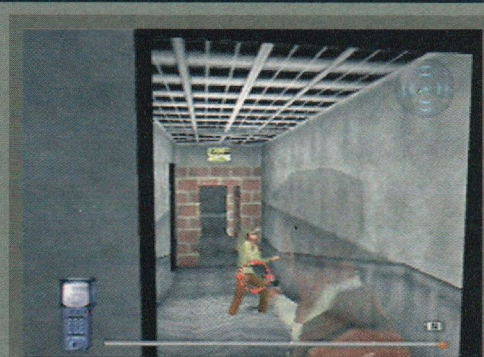
## Embassy

A complicated mission, made even more difficult by the fact that you've got *this* woman in the red dress – a contract killer – after you. Basically, as long as you're away from the toilets (i.e. in the open) she won't make a move. But, you've also got to draw the Ambassador's aide into the toilets so you can disguise yourself as him, and you don't want her turning up as well. The best bet is to draw her into the toilets and knock her out *before* you move onto the Ambassador's aide. She'll scream, mind, so make sure you're really *inside* the latrines.



△ Your killer. She'll do for you if you wander into her line of vision. Best tactic? Spring out on her and punch her in the face.

## Security Hallway



△ So, you've gone for the gun, eh? Well, that's a dangerous decision, but, providing you don't stick around too long, it might just pay off.

A carbon copy of *GoldenEye*, this. You've got to protect Candice as you make your way through the underground corridors beneath the Embassy. Why? Well, in a who-would-have-predicted-it? turn of events, she happens to be the computer expert and needs to recover the NOC list. You've got a choice of weapons – a dart gun or a revolver – but like *GoldenEye*, noise raises the alarm. However, your dart gun is silent but doesn't keep the guards down for long. Our advice? Dart gun. Opt for the revolver and all sorts of nasty stuff happens. Dart the guards then RUN!

## CIA Headquarters

You break out of your cell, but there're hundreds of CIA personnel (armed with tear gas and electro-shock guns) parading the corridors. If you're caught on CCTV camera, the alarm will be raised and you'll be pounced on before you've a chance to move. So, armed with some blue paint, you've got to spray the lenses of the cameras once they swivel round to point the other way. No picture, no guards, see? Once you've eliminated the chances of the alarm being raised, you can pick off the guards one by one, *GoldenEye*-style. But, with a dart gun.

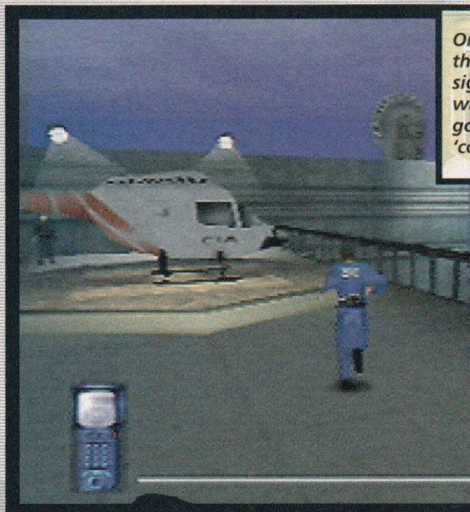


△ See how the CCTV has a blue camera lens? Well, that's where your blue spray paint comes in handy. Now take out the guards.

**GO! GO!**

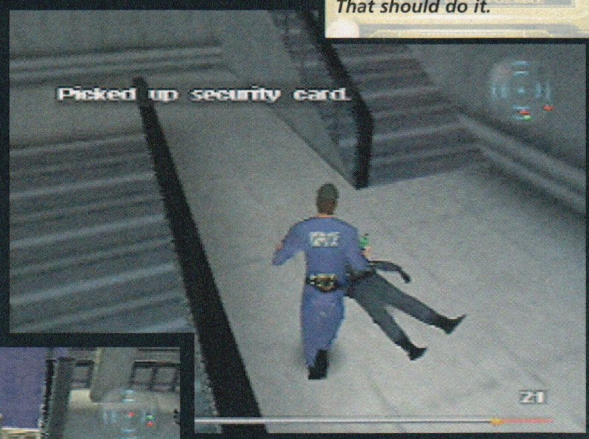


# Walkthrough! continued



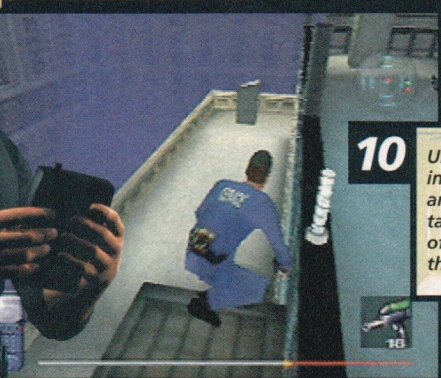
Once it's landed, leg it past the helicopter and place a signal scrambler against the wall. The radar above will go haywire meaning the 'copter can't take off.

8



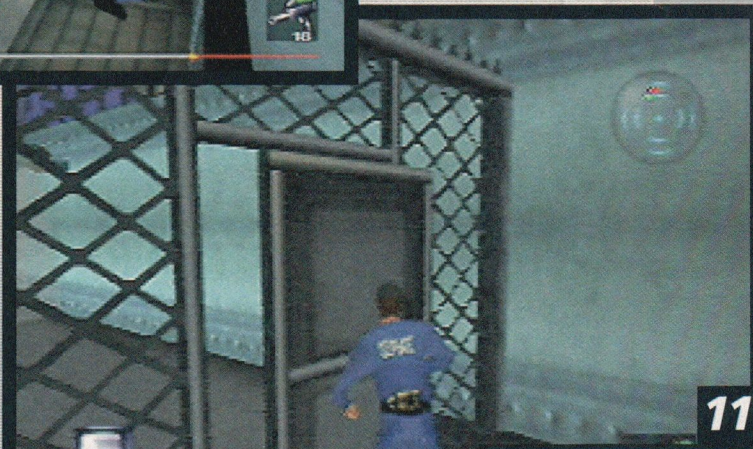
Now you need to get to the high security lower level, nearer to the Terminal Room. However, you need a security pass. WHACK! That should do it.

9



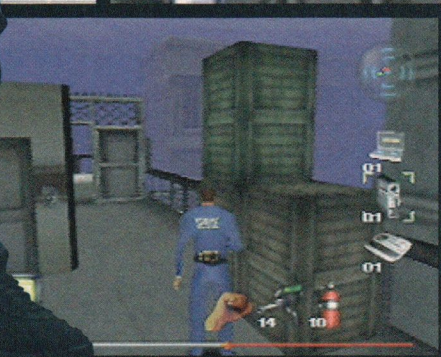
10

Unfortunately, there's invisible laser alarm beams around the perimeter. So, take the laser protractor out of Candice's bag and deflect the lasers. Climb over.



11

One more door and you're through to the entrance to the Terminal Room. There's a small problem, though. The door's got a code and you don't know it. So...



12

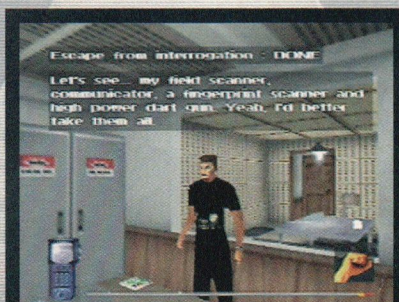
...Place the digital camera onto these crates, hide, let a guard come along and punch in the code then, using the footage taken, glean the code from that. Ta-daaa!

Let's be honest, after three years of to-ing and fro-ing, a complete change of development team and the emergence of *GoldenEye* as, not only the world's first proper spy sim, but possibly the world's greatest console game, *Mission: Impossible* is going to have to be something pretty spectacular to live up to expectations. And, as it is, well, it *isn't*.

If the game had been released a year ago as it is now, it still wouldn't have been Star Game material. But, it's hard to see how these last 12 or 15 months could have been worse. Whilst Infogrames were trying to pull together a floundering game, Rare were making *GoldenEye* and Konami were making *Metal Gear Solid*. And now, *GoldenEye* is still perched happily at the top of the N64 chart – and looking ten times the game *Mission* is – and *Metal Gear Solid* is about to take the PlayStation world by storm.

We'll never know how different it would have been had Infogrames been able to start the game from scratch in France but, regardless, much of *Mission* is disappointing. Not because it hasn't managed to meet the original, admittedly impossible, ideas of Ocean's American team, but because the things that are wrong in the game could have just as easily been sorted out: unfair AI, animation, scripting, cameras, analogue control; all things that somehow, you feel, should have been top of the list.

And, sadly, these things affect the game. In some sections, for example, the artificial intelligence is terrible. On the



△ That's lucky. All your equipment in the very next room. Pick it up, then.

Embassy Warehouse level, disguised as the Ambassador's aide, you shoot one of the guards as he tells Your Excellency to get out, then the next one comes along (even though he's seen you do for his friend) and says exactly the same. And the next one, and the next one. In *GoldenEye*, you just know the second guard would have pulled out a gun on you.

Perhaps the worst AI crime in all the game, though, is on the Embassy level. It's fine when Dieter, disguised as a barman, hands you a glass of wine (which slides across the table by itself) and then some nausea powder to spike the drink in front of everybody, but if you step behind the bar to talk to him (you're disguised as a waiter, by the way), he shouts, "You're broken my cover!" and you're both



arrested. What? How, in the name of all that's normal in the world, could a waiter and a barman talking jeopardise a mission?

But, more than this, it's just the way the game is so difficult and frustrating to play. It's really just trial and error-based, for a start. Do something, see if you die and, if you do, start the mission all over again (and there are some loooong missions). And then, there's just the little, niggly things. Like aiming, which is needlessly difficult, and where you can't shoot someone, regardless of whether you're locked on to them or not, if they're too far away. Eh?

Also, the idea of analogue control is that it allows you to walk, trot and then run. Instead, Ethan almost never walks because a touch in any direction just sends him scuttling into a full-paced sprint. Fine, perhaps, in more open areas, but in the

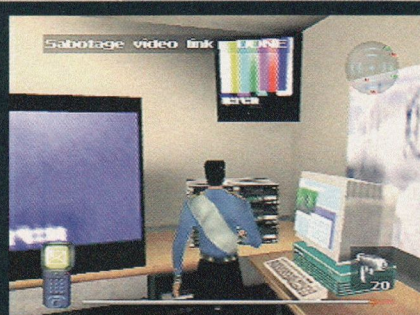
**MASTERY** "The actual ideas behind the game are fantastic: spraying paint on CCTV cameras, dodging searchlights, disguising yourself as people, picking up clues..."

tight corridors of the Embassy or the tiny huts on top of the CIA building, you'll spend more time than is healthy watching Ethan behave like a rabid monkey, crashing up against walls and getting caught on scenery. And not even significant scenery, but stuff like the barely visible rims of doors.

And, yet, the actual ideas behind the game are fantastic. Spraying blue paint across CCTV cameras, dodging searchlights, knocking people out in the bogs and then disguising yourself as them, picking up clues from conversations, working out which gadgets go with which situations, *Mission*, at heart, does actually feel like a spy sim. It's just the execution is so lacklustre, it's hard to see the positives (of which there are quite a number). Because, who can be bothered to try and draw a killer into the toilets (cleverly keeping proceedings low-key) when, shortly afterwards, the AI goes bonkers and you get arrested for no reason whatsoever? It's like, you have to trawl through an awful lot of slush to get to the good bits.

Which leaves *Mission: Impossible* some way short of being the N64's premier spy sim. It's been three years of waiting and, whilst Infogrames have done a commendable job of turning the game into something vaguely respectable, you can't help but think that the damage was already done. Roll on *WinBack*, then. Or, more likely, *Perfect Dark*.

TIM WEAVER

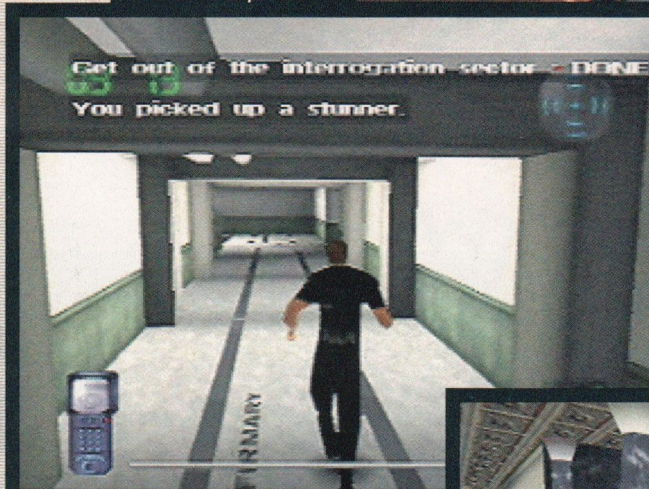


△ Nice sabotaging. Nice uniform, as well. Now get out before someone spots you.

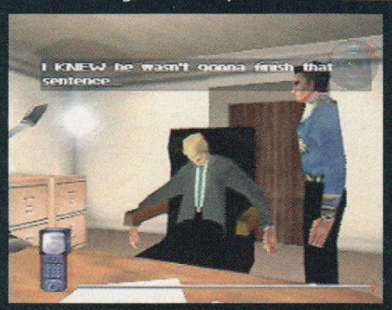
Blow up the crates and Ethan might fall over in a "Phew! Must stay away from these explosions!" kind of way. Ahem.



△ You've just opened up a secret door. Get inside and lock the KGB's computers.



△ The stunner is an electro-gun which fires out plumes of laser blue charges. Good up close.



△ Poor old Clutter. He's been drugged by the KGB. Now you've got to save the world.



△ Before each mission you're presented with this screen. Look and learn.

## 7 VISUALS

Nice in these static screenshots but disappointing, especially animation-wise, when it's moving around.

## 7 SOUNDS

Loads of sampled speech and that theme music. But, the speech sounds a bit too fast.

## 6 MASTERY

AI is one of the N64's strongest points. *Mission* didn't much fancy it from the looks of things.

## 8 LIFESPAN

Hard and, sometimes, quite engrossing. If you're prepared to stick at it, there's plenty here.

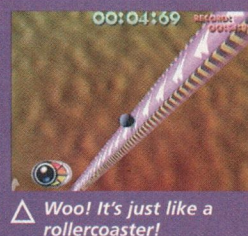
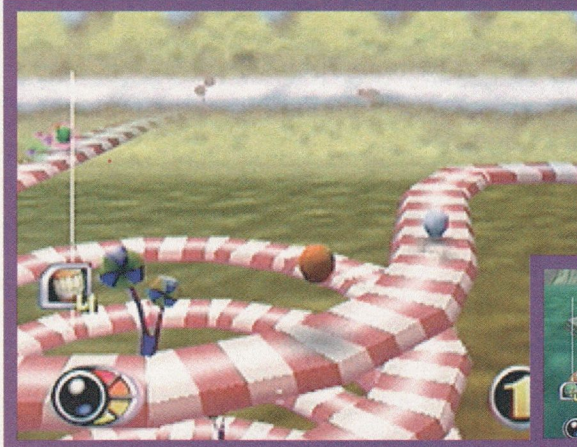
## VERDICT

Promising, but heavy on faults, and occasionally shabby. The sequel has a lot of work to do.

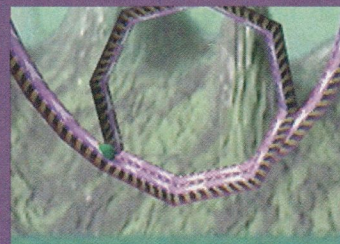
75%



PREVIOUSLY IN N64 We took a Future Look at Iggy last month (N64/18).



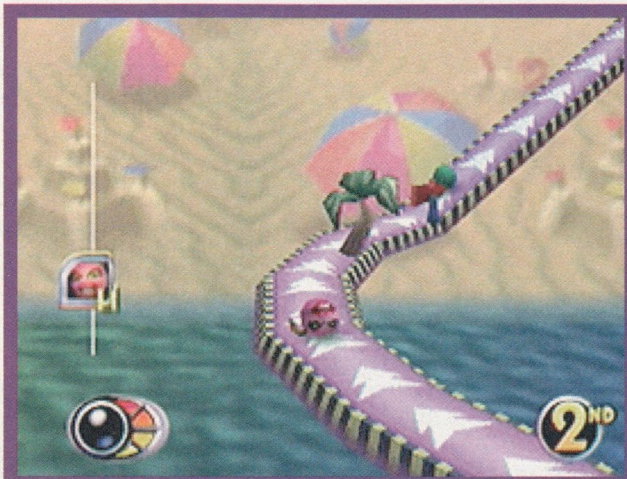
◁ Looks like a hair-raising bend there. Except it actually isn't.



Iggy's Reckin' Balls			
ACCLAIM			
August	64M		1-4
	Controller Pak 3 PAGES	<del>Bridge Pak</del>	Rumble Pak
£40			

# IGGY'S RECKIN'

**A racing game without corners? You'd better believe it.**

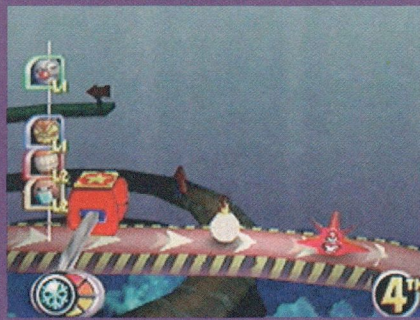


**W**

ow! A cute racing game to rival *Mario Kart* and *DKR*. With a puzzle element too, and over 100 different courses! It's going to be great, right? A multiplayer classic, and an endless source of I'm the Best time trial competition. Or is it... Or is it... Or...

*Iggy's Reckin' Balls* casts you as one of a number of decidedly freakish, vaguely

*Narlie's just been whacked by the hammer, and has turned white. At least this means you can't see his face any more.*



spherical objects, whose sole aim in life is to compete in a selection of (cough) Reckin' Races with their grotesque buddies. Meet Q-Tee, a stomach-churning hybrid of Baby Spice and a half-sucked cinnamon gobstopper. And look – over there in the gutter lies Sonny, the meths-swilling down-and-out of the gang. Don't stare, you'll only encourage him. Moving swiftly on, we encounter Chatter, a set of giant Plasticine dentures rejected from *Clayfighter* for being simply too ridiculous, and Iggy himself. A goatee-bearded lipless rat-faced fiend, the mere sight of Iggy's grinning face makes babies cry and milk curdle.

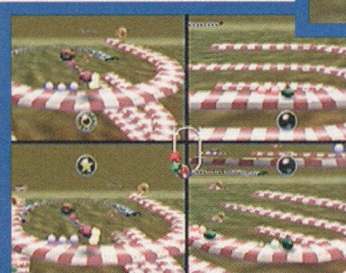
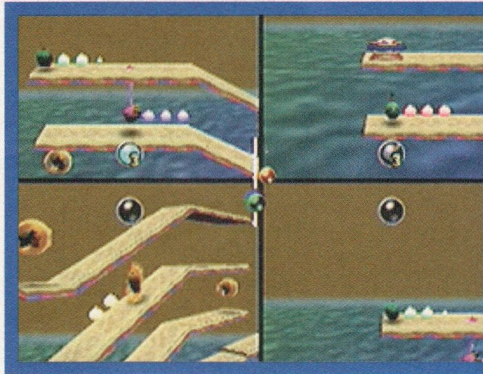
The Reckin' Races are set on a series of twisting, turning, rollercoaster/platform tracks, usually over two or three laps. Using a grappling hook secreted within your hellspawn's gnarled head, you must climb to the top of the increasingly complex courses and land on a chequered finishing area, whereupon you're transported back to the start for the next lap. Out to beat you are three other computer 'balls', who have no qualms about using their own grappling hooks to



## Battle mode

Like pretty much every 'cute' racing game, Iggy features the obligatory battle mode, where you can take on up to three of your friends. It's closest in structure to Mario Kart – you start with three balloons in tow, and must try and burst everyone else's, with the winner being the last ball still bouncing. The standard grappling hook is your main weapon whenever you get close to an opponent, and there are assorted weapon power-ups scattered around the track.

Sadly, the Battle mode suffers from the same problem as the rest of the game, namely the bland, tedious tracks. If your opponent decides to run away, you're reduced to bouncing after them in a straight line. The only way to catch up is by getting a lucky power-up, but the game is so random, confusing, and ultimately coma-inducing, that you simply won't want to bother.

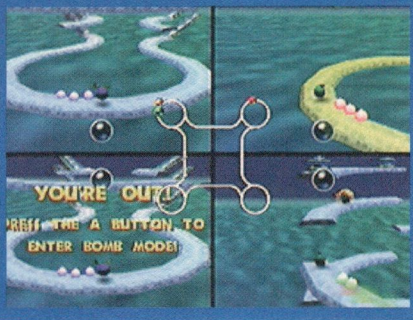


△ It's action all the way, as two foul blobs perform a connection ritual via a mutated umbilical cord.  
△ Look at purple blob (top left) hanging from the platform like a sneaky purple blob thing! Green blob is in for a nasty surprise!



△ Pretty effects! Sonny must have breathed meths on someone.

▽ Losers get to turn into a bomb and go after their least favourite player.



### SECRETS

If you can be bothered, Iggy and his pals will reward your persistence as you slog through the game by treating you to extra leagues and – horror of horrors – extra characters! As if the eight standard nightmares weren't bad enough, there are nine more question mark boxes on the player select screen. We haven't seen the abominations that no doubt lie behind them, and frankly we don't want to. Begone, Iggy.



# BALLS

throw you off the course, knock you around a bit, and generally rough you up. It's all very Mario Kart, especially when you take into account the bonus stars scattered around the courses, which bestow an assortment of power-ups, ranging from bombs to ugly-seeking missiles, upon their collector.

The puzzle elements become slightly more prominent the further you progress through the game, with two-way warps, which might transport you up or down the

course, and false routes which lead back to an earlier section of track. Needless to say, blundering into either of these will result in a possible lapping situation, as the computer racers are, to put it mildly, a bit handy. Quite how they manage to build up any sort of advantage is not immediately clear, as each character bounces or floats along at roughly the same speed, and, unlike any other racing game, there are no corners to take. The tracks might twist and

turn, but it's all entirely cosmetic – you only ever have to push left or right to get where you're going, making for a rather flat gaming experience. So instead of overtaking other players on corners, you have to catch up with them by efficient use of your grappling hook, then try and throw them over your head to swap

spot the difference. The multiplayer races might encourage you to see some more of Iggy's delights though. With four players jostling for position, moving through the 10 race leagues becomes less of a chore, not to mention a whole lot easier. The weak power-up system means that novices won't be as competitive as they

are in Mario Kart though, so you might have some difficulty persuading anyone to play against you, particularly if you've had a lot of practice on the solo game.

Iggy's isn't a terrible game. It's got plenty of nice ideas, and it borrows liberally from Mario Kart – which is no bad thing. It's just totally lacking in personality and spark, two vital, ethereal components that can't be copied from anywhere. You might like it, if you're really desperate for something a little offbeat, but we think our copy will just be gathering dust from now on.

MARTIN KITTS

### MASTERY

The tracks are split into 10 different environments to add a bit of variety, but they still manage to look virtually identical to each other.

places. It's a strange system, and it doesn't really capture the imagination, the linearity of the game removing most of the element of surprise.

The tracks are split into 10 different environments to add a bit of variety, but they still manage to look virtually identical to each other. Later levels introduce new hazards and enemies, such as moving lifts and platforms, although you'd have to be pretty familiar with the game to be able to

### 5 VISUALS

Technically OK, but only a mother could love those faces.

### 4 SOUNDS

You can probably guess the kind of samples included here. Dude.

### 4 MASTERY

You'd think a racing game without corners couldn't possibly work. You'd be right.

### 5 LIFESPAN

Only in the interests of completism would you feel compelled to see every course.

### VERDICT

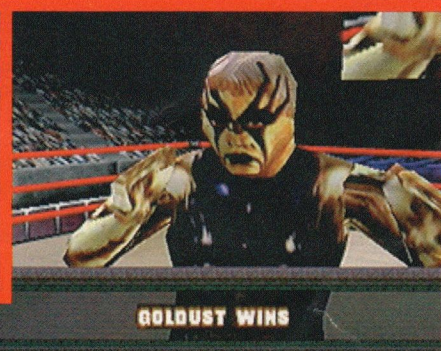
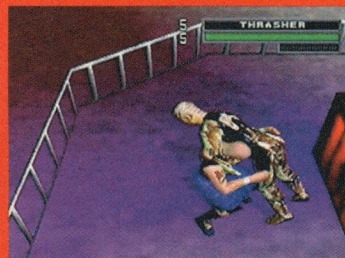
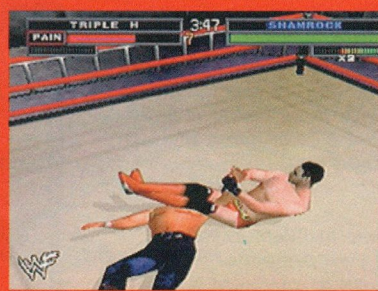
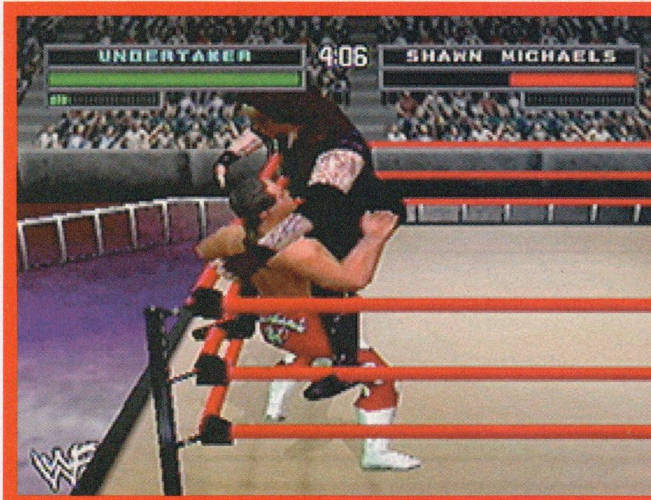
A prime example of a try-before-you-buy type of game. And a frighteningly ugly one at that.

56%



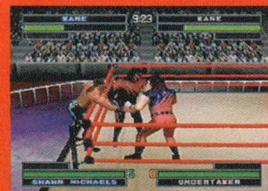
## PREVIOUSLY IN N64

We Future Looked this wrestle-a-thon in the last issue.

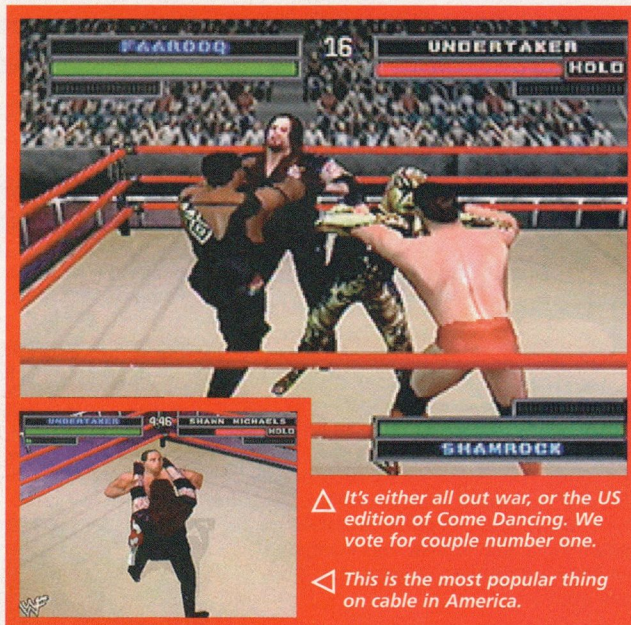


△ Goldust. Large, ugly, and fat as a bus. And no, that's not a mask.

◁ Go on Thrasher! Larn him good. We don't like his sort here.



# WWE WARZONE



△ It's either all out war, or the US edition of Come Dancing. We vote for couple number one.

◁ This is the most popular thing on cable in America.

**They're big, they're fat, they're on \$2 million a year and they've got the N64's best wrestling game all to themselves.**

**I**t's tough being a professional wrestler. You have to deny yourself so many of life's little luxuries – a decent haircut for instance – in order to reach the top, that sometimes you think to yourself 'is it worth it?' When your excessive bulk and testosterone levels demand that you swagger about with your arms at 45° angles to your body, growling at passers by and involuntarily yelling things like "You're mine, Undertaker," even when you're just popping out to fetch Mum an

extra pint of semi-skimmed, you have to wonder whether it's time to pack it all in.

There has to be a way of experiencing the rough and tumble of the rasslin' ring without risking the broken fingernails, grazed knees, and showbiz tantrums that are part and parcel of the modern game. A way to play the bad guy without being spat at by geriatric grapple fans in the front row. A way to become Champion of the World without first having to grow a bleached blond mullet.

Ahh. The stuff of dreams.



# Any way you like me

Creating your own characters in N64 games is more than just an extra option these days – it's a way of life. We've spent almost as much time messing around with WWF Warzone's create-a-player mode as we have actually playing the game. The number of different options you can mess about with is staggering – you can alter clothing bit by bit, from shoes to gloves via tank tops, and there are sliders to give an infinite variety of tasteful colour schemes. You can even give your character a personality (good guy or baddie) and a theme tune, as well as a set of moves. It's by far the most detailed 'creator' we've seen, and it can produce some hilarious multi-coloured fatboys and scrawny freaks, as well as 'realistic' models of people you'd like to get your own back on. So we thought we'd let Wil take out his Zelda delay frustrations on poor Shigsy. It wasn't a pretty sight.

Check out the pecs on Wil! The lad's been in training for this.

Gulp. Doesn't look like Shigsy stands a chance here.

Shigsy's in no mood for the battle...

But our boy won't be denied.

Total Blowout. You can bet Nintendo will never again delay an RPG.

WIL OVERDOPES SHIGSV BY TOTAL BLOWOUT

WWF Warzone

ACCLAIM

23rd August

128M

Controller Pak 54 PAGES

Bridge back

Rumble Pak

£50

TRIPLE H 4:58 THE ROCK

MOSH 8:59 UNDEXTAKER

STEVE AUSTIN 3:28 KANE

GOLDUST FAAROOQ

UNDEXTAKER 2:10 SHAWN MICHAELS

KANE PAIN

As the pain meter rises, the wrestler starts to squeal like a little piggy.

Steve Austin prepares to administer the last rites. With a 32-inch Trinitron.

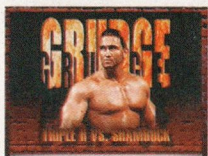
Evil Rock prepares to do something unpleasant to Mosh.

You can take the fight outside the ring if you want, for extra realism.

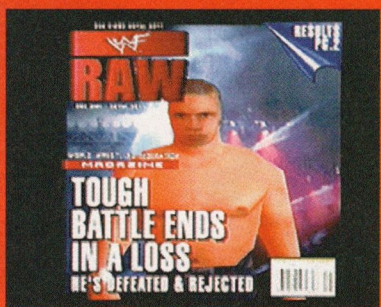


# THIS TIME IT'S PERSONAL

Every so often during your WWF title campaign you'll do something to anger one of your rival wrestlers. It's usually got something to do with beating up half of a tag team rather than simple pint spillage, so you have to be careful who you pick a fight with. Occasionally though, 'roid rage takes hold, and you become a fair target for one of the bad guys. When this happens you'll get to watch a cut scene of your enemy working out to give you a good pasting, and you'll be treated to a bonus Grudge Match. In a cage, no less.

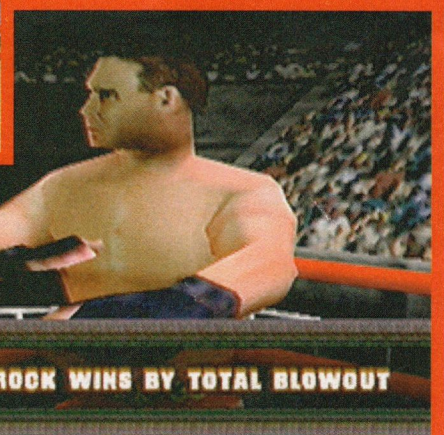


This is the screen you'll see when your title challenge runs into the brick wall they call the Undertaker.



Goldust performs an unspeakable act of violence on little Faarooq.

Calm down, calm down. Nothing to see here now. What a blowout.



How do you classify a wrestling game? They're nothing like standard one-on-one beat-'em-ups, and they certainly don't qualify as sports sims, unless 'sports' includes scripted, stage-managed comic japes. They're generally too slow to compete with martial arts games, and too ridiculous to appeal to hardcore gamers. But they always seem to sell rather well, and since we're likely to see a whole series of wrestling games on the N64, following on from the earlier success of WCW vs NWO and Tokon Road (both in N64/12), we'd better get used to

pretending to be heavyweight ex-bodybuilders in fluorescent tights. So, WWF Warzone then...

Well, it should be immediately obvious from the screenshots on these pages that this is the best looking of the N64's wrestlers so far. By a country mile, in fact. Warzone's pin-sharp visuals put a deadly sleeper hold on WCW vs NWO, and leap on Tokon Road's prostrate body from the turnbuckle. Acclaim's soft skinning technique (which wraps seamless textures around polygons), makes the wrestlers look authentically fat and chunky, and the 640x480 hi-res mode brings a touch of

## Variety is the spice of rasslin'

More different modes of play than you'd care to shake a stick at? WWF Warzone's got plenty to be getting on with, including some great multiplayer options for up to four grappling combatants. You can fight in a standard ring, in a metal cage, or with a selection of weapons including chairs, televisions, and the ringside bell (which goes 'ding' when you whack someone over the head with it). There's also

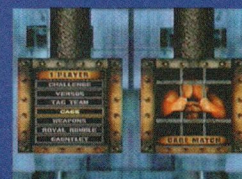
a Royal Rumble mode, where you fight against every wrestler in the game, four at a time, and must aim to be the last man standing: If you lose (by having your unconscious body hurled out of the ring), you get reincarnated as a different wrestler, and your win/loss scores are displayed when all 15 opponents have been defeated. You can select tag teams, one-off matches, or challenge for the title, and there's a training mode to help you learn how to apply all those tricky holds and throws.



Get off him, Wil. Your battle's over now.

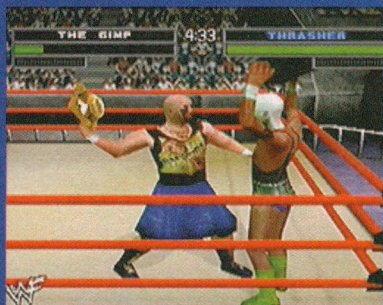
Our money's on the guy with the bell. Ding ding!

Flying player craziness.

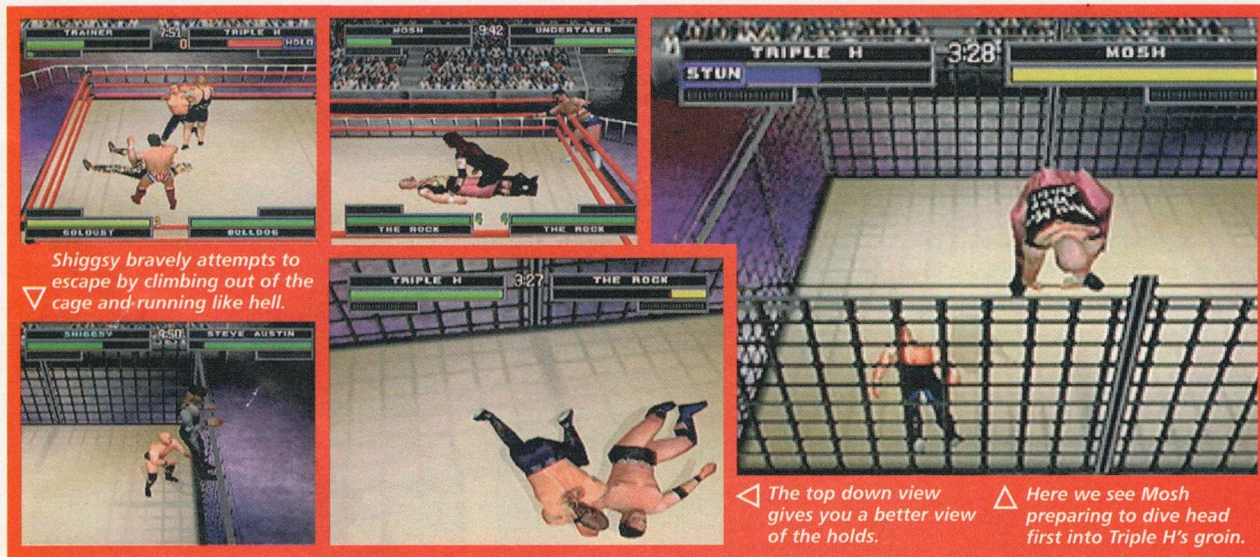


Cage matches. No way out. Scary? Nahh.

Multiplayer games have their own unique set of options and variations.







Shiggsy bravely attempts to escape by climbing out of the cage and running like hell.

The top down view gives you a better view of the holds.

Here we see Mosh preparing to dive head first into Triple H's groin.

realism to the bone-crunching moves, and to the characters' ugly faces.

And make no mistake, these WWF boys are a quite hideous bunch. Mankind looks like the kind of crazy drunk even Mike Tyson would cross the road to avoid, and Goldust is so freakishly attired, particularly in his alternate costume, that we could barely bring ourselves to look at him, let alone pick him to fight as Thrasher and Mosh wear skirts, for mercy's sake, British Bulldog sports nothing but a pair of Union Jack Y-fronts and a smug grin, and the Undertaker looks like a psychotic former Motorhead roadie. There are a total of 16 wrestlers, and there's not one who you'd be happy to bump into in a dark alley after closing time.

## SOUNDS ...the little old ladies in the crowd try to rouse their favourite wrestler if things start to go wrong for him.

Fortunately, pretty or not, they're all very easy to control. Compared to the sluggish and over-complicated WCW vs NWO, Warzone is fast and playable. Almost all the special moves are activated by a simple combination of two D-pad

revenge. And if you think that's treacherous, you obviously haven't experienced the full horror of a lower-than-a-snake's-belly three-against-one lynching, which is especially nasty in the cage, where there's no means of escape.

The sound effects deserve a mention, as they're very well integrated into the game. The wrestlers scream and groan when they get caught with a big move or in a sleeper hold, and the

directions followed by a single button press, and the same sequence will usually produce different results with each wrestler, so you don't have to memorise hundreds of different codes – just a few basic moves will enable you to fight competently using any of the characters.

Grappling with the computer opposition is fun, and very challenging on the higher difficulty levels, but the four-player mode is certainly Warzone's best feature. Fighting in teams of two or in a free-for-all brawl, the game encourages cheating and treachery in large measures, and causes much shouting, taunting, and sulking. You might think that your tag team partner is there to help you out, but as soon as you accidentally barge him off the ring apron, he'll be looking for

little old ladies in the crowd try to rouse their favourite wrestler if things start to go wrong for him. Negative play, such as blocking or running away, attracts a chorus of boos, as does a bad guy winning against one of the goodies. Over the top of all this is an amusing commentary by Vince McMahon and Jim Ross, who enthusiastically reel off a succession of set comments to accompany the action.

It's not perfect though. Against an unskilled opponent, matches can degenerate into an annoying series of button-stabbing kicks and punches, preventing you from ever getting near enough to perform a special move. Warzone may be fast for a wrestling game, but it still doesn't move like a beat-'em-up. None of the wrestlers are quick enough to dodge a swift boot to the groin, so the only option is to keep blocking, which stops you from attacking, and gets you booed by the disgruntled fans. They paid good money to see real wrestling, after all. It can get a bit samey too, with the fights all seeming to merge into an endless slog in the one-player championship mode. Just as well there's a multiplayer game and the create player option.

So, WWF Warzone then... The best wrestling game around, without a doubt, but not something that beat-'em-up fans or sports sim enthusiasts are likely to fall in love with too easily. Grapple fans? Get your copy on order now.

MARTIN KITTS

### PLAYER POWER

The player biographies screen gives a detailed run down of each wrestler's strengths and weaknesses, what kind of personality they have, and what their hidden finishing move is called. It's also possible to have a look at the alternative costumes – although in Goldust's case, 'alternative' is hardly the word.



### 8 VISUALS

Smooth and chunky, with no fuzzy edges or clipping problems.

### 7 SOUNDS

The crowd really get involved in the action, and the rock soundtrack is suitably awful.

### 6 MASTERY

The gameplay is as simple as it gets, but at least it all looks impressive.

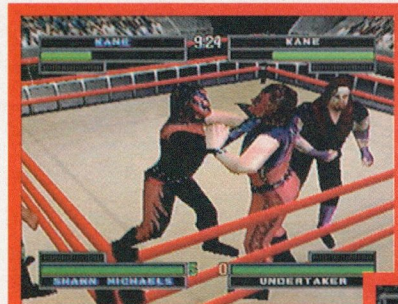
### 8 LIFESPAN

If you've got three wrestle-happy friends, you'll be playing this for months. Otherwise...

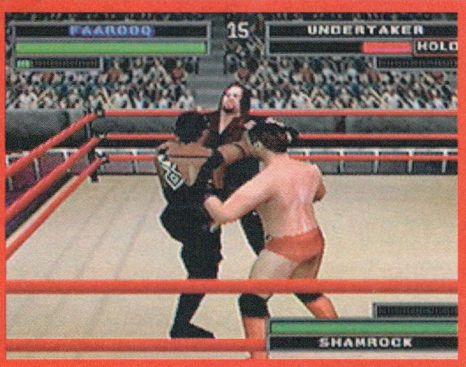
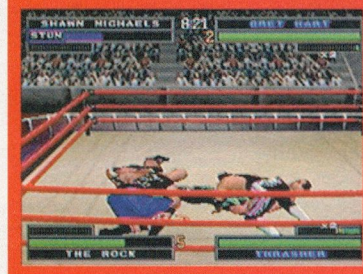
### VERDICT

Not perfect, by any means, but a total riot in multiplayer mode. One for the fans.

85%



The Undertaker rushes in to unfasten this vice-like grip.

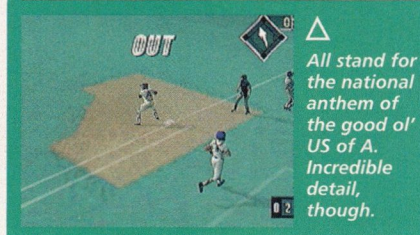
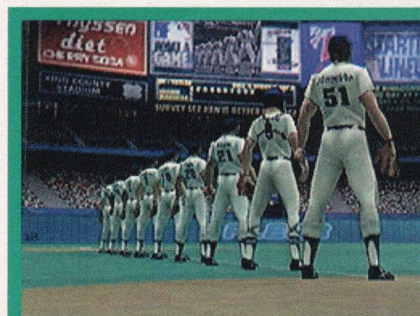




**PREVIOUSLY IN N64** We reviewed the Japanese version of *All Star Baseball* in issue 18.

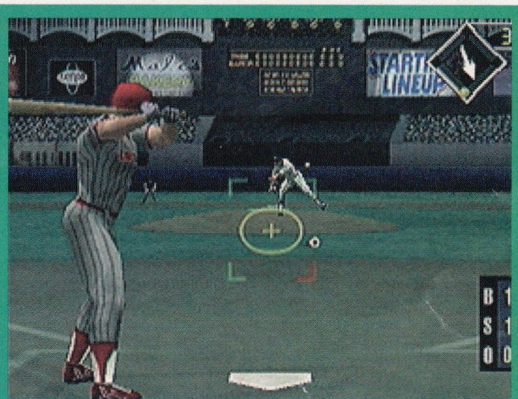
### CREATE A MATE

There's loads of players to play as but that's no replacement for creating your own. Who wants Ken Griffey when you can have Eddie Saggydog, or Mike Piazza when you can opt for Frank 'Da Man' Franklin? It's lucky, then, that *All Star* has a tremendous Create-a-Player mode. Perhaps not as good as Iguana's *WWF Warzone* (there's no spandex, see?) but still good.



You, as batter, control the squared circle, whilst the pitcher is the pitcher.

▽ Know your baseball? Then you'll know him.



All Star Baseball			
ACCLAIM			
Out now	96M	1-4	
Controller Pak	15 PAGES	Controller Pak	Rumble Pak
£40			

# ALL STAR BASEBALL

## VISUALS 9

Astonishing. In every way.

## SOUNDS 5

A comatose crowd and some barely acceptable shouting.

## MASTERY 8

Slow but intelligent, amazing to look at and easy to control. Try eight on for size.

## LIFESPAN 8

More options than you could shake a bat at, a Create-a-Player mode and t'rifc baseball.

## VERDICT

The pinnacle of baseball games. A spectacular technical achievement and, for fans of the sport, essential action of the highest order.

84%

Look at those visuals. Oh, it's a baseball game, is it?

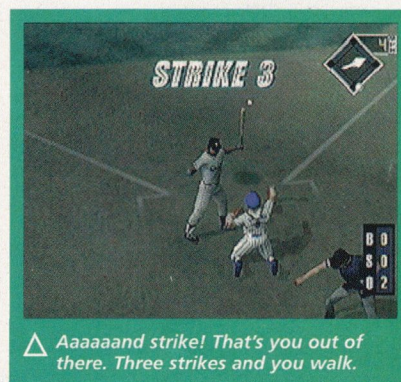
It's baseball! Gaaaaaaah! Run, run for your life. (Sound of bombs dropping.) We're under attack! Budda-budda! Aaaaargh, get out of here before everything... BANG!

Only joking. Baseball is, of course, a very popular sport. The Americans really go for it. Sat there in the colours of their team, hot dogs in their mouths, mustard and spittle dribbling down their chins, the very sight of men whacking a ball out of the ground has our aforementioned cousins very nearly crying with joy. And, like Bobby De Niro says in baseball film, *The Fan*, "I'm going to murder your kid". Er, actually, that's the wrong quote.

Anyway, *All Star Baseball* is absolutely incredible to look at. Not just because it's entirely high-res – though that obviously helps – but because everything that could be right visually is right: the animation is unbelievable (right down to the way the players swing their bats as they wander onto the field), the stadiums are unfathomably detailed (the crowd, the TV

screens that play back the action, the cities in the background), the soft 'skinning' of the players (smoothing out the joins in the polygons) and the fabulous light sourcing, which really kicks in when you're dabbling in the delights of night matches. It's also quite an achievement getting each player to look different, through some expert mapping. If you know baseball, you'll easily decipher between each one of the 700 players.

Fortunately, the visuals are also accompanied by a solid game of baseball. Okay, so it's significantly harder than Nintendo's *Major League Baseball* and significantly slower, but *All Star* appears to be much more of a simulation of the actual sport than *MLB*, with proceedings taking literally hours to plough through. Of course, as in all baseball games, batting is about ten times as difficult as pitching, and the CPU opponents are considerably better than you (and will stay that way until you master the tricks of the game), but, for real fans of the sport, a simulation has to be



preferable to *MLB*'s more arcadey, unrealistically fast feel. *All Star* also has a more intelligent pitching system, with eight different balls available and the Rumble Pak used to warn you when you're aiming outside the Strike Zone. Good, that.

And so *All Star* with its endless rosters, astounding visuals and, most importantly, pleasingly authentic feel takes the championship. Looking for the best baseball game on the N64? Well, wouldn't you know it, you've just gone and goldarn found it. Or something.

TIM WEAVER





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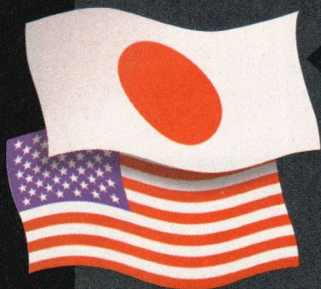
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The games reviewed from this page forward are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

# IMPORT ARENA

**PREVIOUSLY IN N64** We took a first look at *F-Zero* back in issue 5 at 1997's E3 show.



# F-Z

**Join the thousand mile-an-hour space race.**

**T**he original *F-Zero* was for many, the ideal SNES racing game. When Nintendo announced that the title was going to be one of the lucky few chosen for an N64 work-over, their decision cut both ways. On the one hand, *F-Zero* was a bankable name – the original game helped sell millions of SNES units after all – but on the other, the brilliance of the old 16-bitter would leave Nintendo fans of old wanting an even more impressive sequel.

And now the game's arrived, we can see that Nintendo have attempted something different with it. Where the original pioneered Mode 7 3D graphics, *F-Zero X* is a laboratory test of the N64's speed. There can be no doubt that this is the fastest console game ever to see the light of day. Running at a silky smooth 60 frames per second at speeds approaching 1700Kmh, nothing in the history of games has moved quite so well.

The question is, though, what's been sacrificed to the god of speed. What's not

been included to make the game go faster than an F1-11? If it's caused damage to the way the game plays, there are going to be a lot of disappointed ex-SNES gamers. If the game's been paired down in terms of looks, will *F-Zero* have the flash to compete with super-slick games like *Wipeout 64*?

So what's it like? We think it's brilliant. But as is becoming increasingly common in the world of the N64, *F-Zero X* is going to be a controversial addition to the N64 roster. Read on...



## Power on

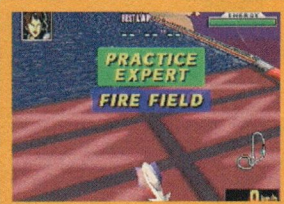
Unlike *1080° Snowboarding*, there's no option to swap between English and Japanese text. However, there's a fair mix of the two character sets and it's pretty easy to work out what's going on. When you first turn on *F-Zero* – and skip past the Marvel comics title screen – the Mode Select screen confronts you.

### Grand Prix



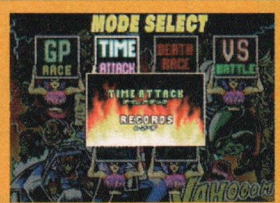
The main event. Race on one of four sets of six tracks: Jack, Queen, King or Joker. The Joker track will only appear once you've beaten the other three in 'Standard' difficulty setting, so don't worry if yours isn't there when you start. There are three difficulty settings, initially 'Beginner, Standard and Expert'. Beat all four cups on Expert, though, and (we think) a new super-hard difficult setting appears.

### Practice



Essential once you set the 'Expert' difficulty option for your Grand Prix races. This mode allows you to practice any of a Grand Prix's six tracks, against suitably aggressive opponents.

### Time Attack



Little used at first, you'll soon find that the Time Attack becomes a major part of your play on *F-Zero*. The scope for improving your times is almost limitless – we managed to knock 10 seconds off Mute City in about an hour, just by experimentation and practice.



A fairly simple options screen. The first governs whether there are any CPU cars in two and three-player races, the second whether the slot machine appears for retired multiplayer gamers, the third allows trailing multiplayer gamers to gain a magic boost, and the fourth is the old Stereo/Mono switch. The final option wipes your carts memory.

### Options



### Death Race



A practice mode really, allowing you to hone your combative driving skills. Racing inside a simple loop-the-loop course, the idea is to eliminate all 29 of your fellow competitors in the quickest time possible. Our best so far is 8:01:87, but that shouldn't be too hard to beat.

### Versus



Allows two, three or four-player games using a Mario Kart-style split-screen arrangement. In two and three player games, computer cars make the numbers up to four. Versus races take place on single tracks – there are no multiplayer Grand Prixes.

### GOGGLES DOWN

There are four racing views in *F-Zero* which you can switch between during a race using Right-C. There's no in-car view, so the four on offer are variations on the 'chase camera' standard to most racing games. The default view is above, behind and just about perfect for most people, although a few of us opted to drop to the lower angle for some tracks. The third and fourth options, take you further away from the car, reducing the sense of speed and making corners harder to judge. In fact, the fourth game view is so high and far away we wonder whether Nintendo were just having a laugh including it.



# ERO X

## Button up

**Analogue:** Steering  
**Accelerator:** A  
**Boost (after end of first lap):** B  
**Air brake:** Bottom-C  
**Bank left:** Z  
**Bank right:** R  
**Glance backwards:** Top-C  
**Change view:** Right-C

*F-Zero* is not a complicated game in terms of how many controls there are to learn. Mastering the few there are, though, is no simple task, and represents a *Mario Kart*-esque learning curve.



### Attacks

**Barge left:** Double tap Z  
**Barge right:** Double tap R  
**Spin attack:** Hold Z, double tap T (or vice-versa)

### F-Zero X

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## THE RULES

If you've played *F-Zero* on the SNES, then you can skip this next bit, because the basic rules of racing are the same.

- Races take place over three laps.
- Your starting place on the grid is determined by where you finished in the previous race – the nearer to first you came, the further back you start.

- During a race, energy can be lost from your craft's energy bar (top right of screen) by scraping the sides of the track and by bumping into other ships.

- If your energy bar reaches zero and you take another hit, you'll crash and burn.

- After the first lap, your boost becomes operational.

This drains energy from your bar and uses it to boost your ship's speed. The number of boosts you can activate is dependent on your energy bar status. Over-boosting leaves you vulnerable to crashes.

- Every track has a number of pink power-up strips. Driving over these causes your ship to glow pink, recharging your energy bar as you go.

- Some tracks have yellow boost chevrons. Driving over these boosts your ship in a similar way to the on-board boost but takes no energy from you.



## JACK cup

Wary of scaring away first-time gamers, the Jack Cup consists of six gently undulating tracks with plenty of room for cornering and no nasty surprises. You should be able to polish this one off pretty quickly.

**BEST FOR SPEED!**

## Track 1: Mute City

Wider than a football pitch and faster than a jet fighter, make sure you hit all the boost chevrons and then boost like crazy after the first lap as you go over the loop-the-loop.

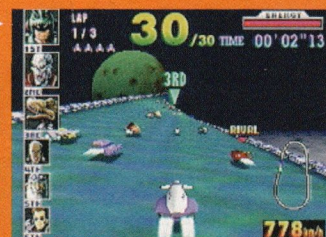


A classy track to start your Time Attacking career on.

## Track 2: Silence

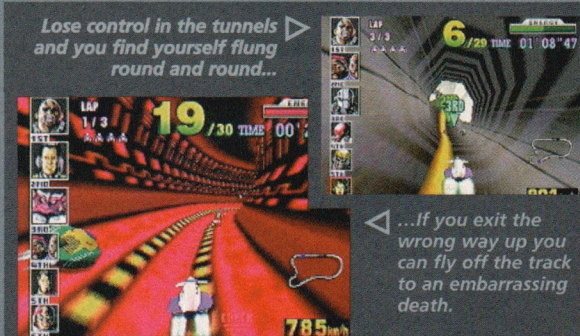
An enormous oval where speed is all that matters. The starting straight has a series of eight boost chevrons which – if you can hit them consecutively – can boost your speed to an incredible 1600Kmh. Generous refuelling strips allow you to get plenty of your own boosts in as well – choose a craft with a powerful one.

No tricky corners just lots and lots of speed.



## Track 3: Sand Ocean

Sand Ocean introduces us to the idea of tunnels and the lack of gravity. Once inside, there's no up, no down, just woaaahhh, wo, wo, woahhhhhhhhhhh!

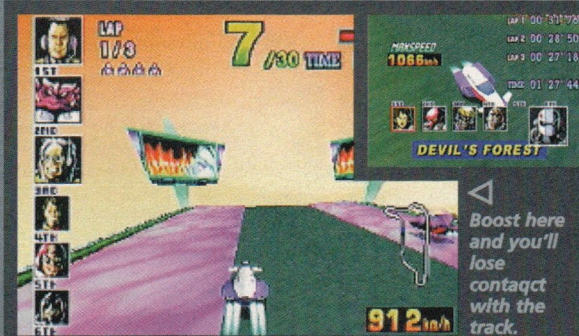


Lose control in the tunnels and you find yourself flung round and round...

...If you exit the wrong way up you can fly off the track to an embarrassing death.

## Track 4: Devil's Forest

Some nice long straights allow plenty of speed. The track also introduces sand strips which slow your ship down if you fly over them.



Boost here and you'll lose contact with the track.

## Track 5: Big Blue

The track turns circular for the majority of Big Blue, as you race along the outside of a winding tube. Boost on the outside of a curve and you'll fly off to your death.



Stay on the inside of corners for top speeds on the tube.

## Track 6: Port Town

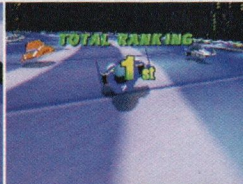
The track starts to narrow and another introduction is made. Near the end of the lap, an enormous jump sends you flying into the air. Use your analogue to make a clean landing.



On the edge of the jump. Prepare to steer for a good landing.

## Winner!

Win the Jack Cup and you're treated to the first play of *F-Zero's* (rather lame) winning cut scene.



The fireworks after this are, in the words of Tim, dump.



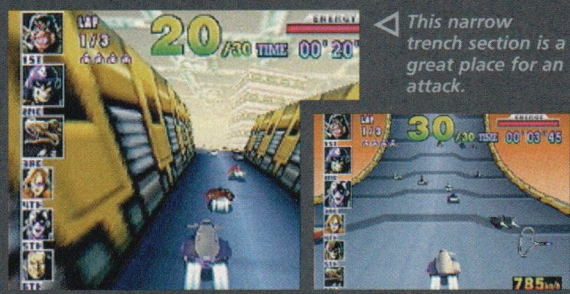


Things start to hot up in the Queen Cup, and the first of the really scary bits in *F-Zero* starts to make its regular appearance. We can't explain the fear induced by a track with no sides, but it's made all of us slip off – even on straights – out of sheer nerves.

# QUEEN cup

## Track 1: Sector 9

Named after its fondness for taking your ship up, down, round and round, you'll be going along quite happily until all of sudden it narrows to the width of one car. Scary.



◀ This narrow trench section is a great place for an attack.

## Track 2: Red Canyon

If the total lack of manoeuvring room wasn't scary enough, a series of long jumps in front of tight corners (with boost chevrons thrown in for good measure) really sorts the men from the boys.



◀ Accurate steering is a must on this track.

## Track 3: Devil's Forest 2

*F-Zero* throws its first nasty trick. Choose to boost in the inviting long straight here and you find yourself flying off the track, unlikely ever to see it again.



△ That's one out of the way – just 28 more to go.

△ Ideally you should finish lap 3 with no energy – made the most of your boosts that way.

## Track 4: Mute City 2

Twisting through the city streets (sort of) Mute City introduces the bump jump, which throws your ship vertically upwards. Not much use here, but later on...



Great track for a rumble this. Especially on the first lap.

## Track 5: Big Blue 2

The first time a track loses its edges and skidding off into wide blue yonder becomes a serious possibility. Be particularly wary of the chevron boost just before the sideless banking turn.

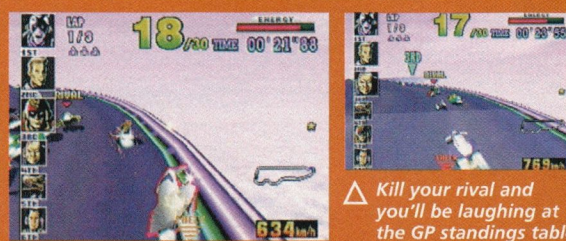


◀ No sides. Panic and you're off. Time an attack badly and the same thing'll happen.

Some hefty boostage in the home straight is essential here.

## Track 6: White Land

Continuing the no-edge theme, White Land is the perfect fighting track. There are a number of excellent narrow, sideless sections ideal for barging people off, and the series of stepped vertical jumps are the perfect opportunity for Spin Attacking opponents out of the way and to their grave. An excellent multiplayer track as well!



△ Kill your rival and you'll be laughing at the GP standings table.

BEST FOR FIGHTS!

## Winner!

Another run of that end sequence, but if you beat Queen on Standard difficulty, at the end of it all, you'll have another six cars to choose from.



◀ Six more cars are yours for the picking now.

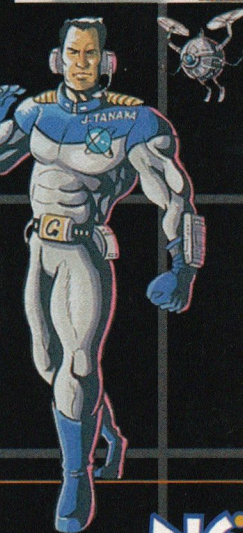
## FIGHT FOR LIFE!

Your attacking moves might not seem that important at first – on Novice and Standard difficulties you'll soon be so far ahead, you won't care what happens behind you. Ramp up the difficulty, though, and you'll find yourself in the midst of 29 ships fighting tooth and nail for victory. You haven't seen CPU violence in a racing game until you've been bounced into oblivion by ship 17 as it blasts past.

The best attack (new word, nice eh?) is to barge your competitors sideways. Draw up along side them and double tap R or Z (depending on which side they are). If you can do this in a section without walls, you can wave your opponent goodbye. Even if there are walls, a good barge will often deplete their energy bar enough to destroy them.

The third attack option is the spin. By holding Z or R and double tapping the other, your craft will spin forward protected by a red shield. This attack is far harder to pull off successfully and is best used in narrow cuttings where your chance of a hit is that much higher.

For each kill you make, a star appears on the side of the screen. At the end of the Cup, the kills are added up for a purpose we have yet to divine.





## FAIR PLAY?

You'll remember in *Mario Kart* that to keep things close, the CPU chose one character who, no matter how hard you raced or how many times you shelled them, would always be able to keep up with you. No one on **N64** Magazine really minded it (it kept races interesting long after we were all experts at the game), but it annoyed the hell out of a lot of people.

The first thing to say about *F-Zero* is that no such cheating take place in its races. As the difficulty is increased from Novice to Standard and Expert, the races get harder because the CPU opposition go faster and fight harder.

However, there is a slight cheat. The computer chooses one of its ships to be the main contender. He/she will win every single race unless you manage to beat or eliminate them. This main contender doesn't cheat in the 'magic boost' way of *Mario Kart* only in the way that they race well and have as fast a ship as yours.

This method of applied difficulty seems a happy medium between keeping races fair and still being able to rack up the challenge. Let us know what you think.



## KING cup

Now we're talking tricky. This is the Cup where you might first start running out of lives – electrocuted against the side walls by disgruntled opponents or nudged into the big blue to explode, miles below, on the floor.

### Track 1: Fire Field

A simple enough proposition only complicated by the longest jump in the game whose landing zone is a chicane. Light ships can clear the bends, heavier ones will land right amongst them.



△ Rush up the slope and prepare for the biggest jump ever.

### Track 2: Silence 2

A sand-protected chicane and some long looping sideless bits make this another favourite for rival bashing and fast driving. Another good track for the multiplayer game.



Use R and Z to flick through the chicane.

Great top speed straight ahead.

### Track 3: Sector β

If the loops weren't hard enough without sides on them, the track has a reverse camber on it, pulling your ship towards the edges. Not a track to be clouted around in a light ship.



△ Another place where a mis-timed boost will lose you the track from beneath your ship.

Loop-the-loop without those nice protective side barriers. Stay in the centre – the sides slope away.

### Track 4: Red Canyon 2

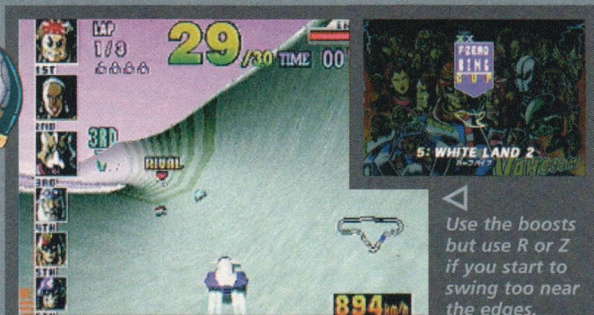
Like its namesake, twisty is the name of the game here, and if you're over-enthusiastic with the boosts, it's another track where you can soon find yourself coming unstuck.



△ Narrower than Hank Hill's urethra this course.

### Track 5: White Land 2

The main section plays like the tunnels in Sand, except this time the roof's off and if you flip too far, you flip off for good. A series of boost chevrons are there for the brave.



△ Use the boosts but use R or Z if you start to swing too near the edges.

### Track 6: Mute City 3

One of the finest tracks in the game and the only one really open to any blatant shortcut action. The bump jump bars placed across parts of the track throw your ship up into the air, allowing it to cut off bends in the near distance. Combine these with a boost and careful mid-air steering to chop off miles of this track.



△ Shortcut, ahoy. Straight from 27th to 10th.

## Winner!

Beat King on Standard difficulty and when you next go to the car select screen, you'll find you have another six cars to investigate.



△ 18 cars to choose from now. We still rate Jody's, though.

**BEST FOR SHORT CUTS!**

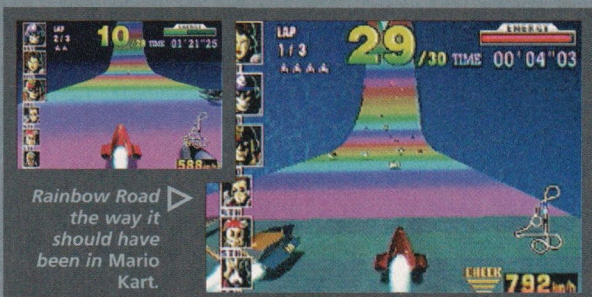


The hidden tracks aren't too well hidden – complete the other cups on Standard difficulty and they pop up for your delectation. The first track is a surprise and the last is a nightmare – the ones in between are pretty tricky as well.

# JOKER cup

## Track 1: Rainbow Road

Yes it is! It's Rainbow Road from Mario Kart, and it's rainbow road how it should have been the first time: ten times faster with no barriers on the side to keep you on. The shortcut doesn't work, though.



## Track 2: Devil's Forest 3

Back to back track which takes no notice of gravity. Get out in front and you can watch your opponents stream along on the track above, but curiously behind, you.



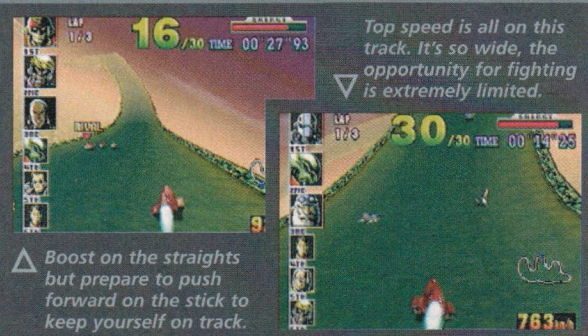
## Track 3: Space Plant

Narrow twisty sections broken up with another enormous magnetic tube. The ice sections towards the end have done for us on more than a couple of occasions.



## Track 4: Sand Ocean 2

A really fast track, where the undulations up and down threaten to throw you off every time you use a boost. They will if you're not careful, so mind your top speed.



## Track 5: Port Town 2

With a track only wide enough for two ships, the opening couple of bends are multi-car pile-ups waiting to happen. Luckily there are two power-up strips, so if you can get three-quarters of the way round, you should be okay.



## Track 6: Big Hand

It's not that being hand-shaped means this track has loads of hairpin bends (at the end of the fingers). And it's not that, for the majority of its length, there aren't any sides. No, the reason that Big Hand is the most frightening experience in F-Zero X is that it combines both of these features with a big strip of ice down the centre of the road. Don't even think about trying to turn on this!



## DEATH RACING

Let nobody tell you that the Death Race option is a pulse racer – to play it's the duller part of F-Zero. You endlessly circle a loop of track consisting of one jump and one sideless stretch, trying to eliminate your opponents as quickly as possible.

At first it wasn't clear why the option was included. However, after a couple of races on Expert difficulty all was revealed. At this stage not only do you have to steer a neat racing line, you've also got to do battle with your opponents. Bump off a rival in one race and you've virtually eliminated him from the Cup overall.

The Death Race, then, is Nintendo's way of accentuating the fighting in F-Zero and giving you a chance to practice it. It's nothing like the missiles and mines of Wipeout – it's far more subtle – which is exactly why you'll find yourself practising, loop after loop after loop...



## Winner!

You'll have to beat the Queen Cup on Expert to get the next set of cars which includes Fox's Dad, James McCloud.



BEST FOR FEAR!





## FRUITY!

For one reason or another, multiplayer races often lead to multiple retirements as ships fall off the track or run out of energy. Once you've crashed out of a race, though, there's not a lot to do, except stare at 'Retire' on your screen, or watch your deadly foes complete the race.

However, if you go to the options menu and switch the second option, then whenever a player dies in a multiplayer game, a little slot machine will appear in his/her corner of the screen. B sets the three wheels spinning and A stops them one by one.

Not terribly exciting, you're thinking, but... The results you achieve on your slot determine the fate of those still racing. Three crosses, for instance, drains a third from their energy bar. Three skulls, on the other hand, drains the bar completely, effectively making the race 'sudden death' – whoever makes a mistake first loses.

It's not an idea for the purists, but it adds to the fun when you've got two people racing and two people desperately trying to mess them up with their slot machines.



## Game on!

So far, Nintendo have only failed once with a multiplayer game – the rather uninspired effort in *Lylat Wars* was, shall we say, not exactly a laugh a minute.

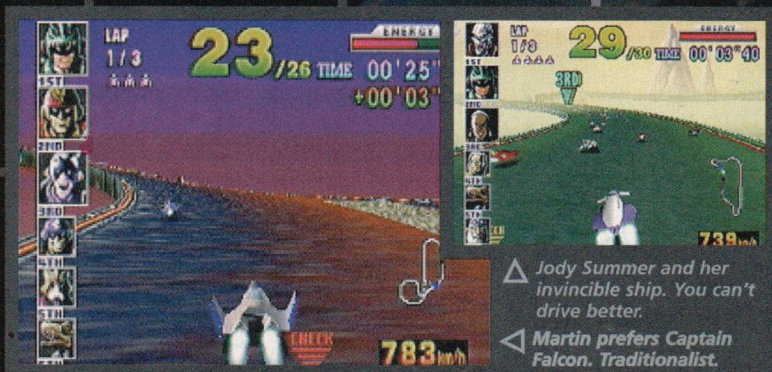
And... In *F-Zero X* they're not about to add to that one unfortunate statistic. Put simply, the multiplayer game is excellent – a perfect mix of *Mario Kart*'s close combat, and *Diddy Kong Racing*'s emphasis on 'best player wins'. Split screen races are won by the most accurate racer over three laps – there are no good luck/bad luck power-ups to worry about.

However, the game's boost system, combined with the attackics (Again! Yes!) you soon pick up, both go to make races close fought and exciting. We haven't had as much fun since the first days of *Mario Kart*.

Needless to say, even in four-player, *F-Zero*'s speed is no slower than the one-player game and the resolution barely dimmed. In two-player, it looks more or less identical to the full-screen version. Superb!

You might be looking at these screenshots and thinking to yourself "well I'm not sure about this one". And you'd be right to have doubts. Static, *F-Zero* looks, well, a little bland. The circuits have no trackside detail, and telling one from the 23 others using pictures alone is not an easy task. Worried? Don't be.

If you've ever been lucky enough to get a close look at a professional rally car (or any racing car come to that), one thing strikes you straight away – especially in the cockpit. Every non-essential item has been thrown out: there's no heater, no proper dashboard, only one seat, no carpet or upholstery, no cigarette lighter and definitely no CD player or speakers. In fact, the car looks like a cross between a half-finished model escaped from the production line, and something that's been left unlocked in Moss Side on a Saturday night.



△ Jody Summer and her invincible ship. You can't drive better.  
△ Martin prefers Captain Falcon. Traditionalist.



△ The tense, starting line face-off. Smell the fear.

▽ Player 1's gone for a burton already. Martin, probably.



And there's a very good reason for this low interior specification – speed. Race cars are designed for it and they don't want to waste valuable energy lugging around non-essential kit. Every horsepower, every Newton of torque is devoted to propelling half-a-tonne of car at the highest velocity

fact that there're no impressive grandstands or rocky canyons flicking past your left and right peripheral vision is irrelevant because, quite frankly, small aliens could land on the sides of your telly along with Elvis and you wouldn't notice them. When things get more difficult, and

## MASTERY

**Stop playing, try walking and you realise how much F-Zero is interfering with your mind.**

possible. Which, in turn, is exactly why *F-Zero* looks like it does.

Because every decorative detail in a racing game – every nice tree or waving spectator – places extra load on a console's central processing unit and reduces the maximum speed at which it can run the game. The designers of *F-Zero X* sat down at their planning meeting and decided that they wanted to make the fastest racing game the world has ever seen. They threw out every non-essential graphic detail and slaved for years to accelerate *F-Zero X* past the four figure mark. And, at the end of it all, they've succeeded: you won't play a faster game.

The fact that there aren't many impressive views ceases to be a problem the moment you start to race. Once you've heard 'Go!', the only things you find yourself concentrating on are the centre of the track and the apex of the next corner. The

29 other ships are determined to get past you at any cost, your vision is narrowed even further and you can't even concentrate on the track in front, just trying to survive in a 30 car mêlée. Stop playing the game, get up and try walking, and you realise how much *F-Zero* is interfering with your mind, as ghostly tracks pass in front of your eyes.

*F-Zero*'s go-faster stripes would mean nothing, though, if racing was a case of bouncing from one wall to another, never fully in control. Fortunately, as much time has been spent with the game's handling as with getting the game to move like zip, and the combination of analogue control with the two bank curve buttons is a match made, if not in heaven, then heaven's earth-based annexe in Kyoto. It's not until you try a bit of time attacking that you realise quite how good this bit of the game is. The most important aspect of recording a fast time is to never lose speed – the biggest cause of which is to skid and let the back end of your ship step out of line. As you practice your circuits, you



# The Ghost Road

**BARRY LYNDON**

In GP races, the ship nearest you in the championship standings (or the leader if you've fallen behind) is labelled 'Rival' during a race. This is brilliant gameplay touch because it allows you to fight Michael Schumacher-like during a race. If the Cup leader doesn't finish a race, they don't score any points, effectively putting them out of contention. This relieves the pressure on you to win all of the six races.

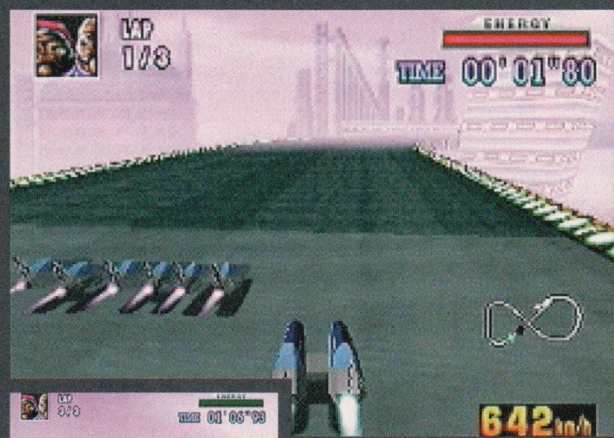
If there were any doubts about *F-Zero's* racing pedigree, they should evaporate immediately when you play the Time Attack option. Such is the subtlety of the ships' handling, you find yourself using the analogue stick for what it is – a precision bit of engineering. Hard lefts or rights are soon abandoned in favour of gentle – in some cases almost infinitesimal – 'leanings'.

The difference between an acceptable race drive and a perfect Time Attack attempt can often be as much as 10 seconds in 90 – a massive improvement.

To help this process, the game stores up to four different ghosts of your previous times, allowing you to make all sorts of experiments with alternative racing lines. I'm the Best is going to be a busy place.



Some Japanese text, but nothing too taxing – certainly nothing to spoil the game.



Three ghosts look. You can really experiment now.

Over boosting followed by a mistake leads to this.

Times that were all soon history.

MUTE CITY		HIGHSPEED
1	01'23'576	1329
2	01'29'760	
3	01'30'041	
4	01'32'383	
5		



Prepare to do battle on Rainbow Road. It's a great track to earn a few of those battle stars down the side of your screen.

either. They do seem, genuinely, to be racing. Starting at the back of the field and having to work your way through more ships than Formula 1 Grand Prix have cars, is a brilliantly daunting experience.

If we have a problem with *F-Zero*, it's that some of the later tracks just aren't hard enough. When you come to the last track in the Joker Cup, you start to wonder whether the driving should have got this tricky earlier on. The other 29 ships ensure

that the game as a whole is definitely hard enough (far harder than *Mario Kart*), but we would have liked a couple more Big Hands or Mute City 3s. Oh, and some of the presentation's a bit rosey as well – especially the victory sequence. Which... you... can't... skip... Damn.

Overall, though, *F-Zero* is brilliant. The fantastic multiplayer mode tops what is easily the greatest pure racing game on the N64. Role on November, then...

**JAMES ASHTON**



Go for your rival. Have him against a fence and fry him to death.

Whooooooosh.



## 8 VISUALS

Oh so smooth, but slightly bland. It's a player's game not a spectator's.

## 8 SOUNDS

Let's rawk! Who said the Japanese can't do sub-standard Iron Maiden?

## 9 MASTERY

Better than almost any other serious racer on any format.

## 9 LIFESPAN

Excellent for a racing game. One-player is hard, multiplayer superb and the Time Attack limitless.

## VERDICT

A brilliant successor to a brilliant original. The best straight racer on the N64 and the fastest thing on silicon.

**91%**

## VISUALS

Every horsepower, every Newton of torque is devoted to propelling half-a-tonne of car at the highest velocity. Which, in turn, is exactly why *F-Zero* looks like it does.

**TO BE CONTINUED...**

We'll have a full review of the PAL version of *F-Zero* when it arrives in the UK in November.



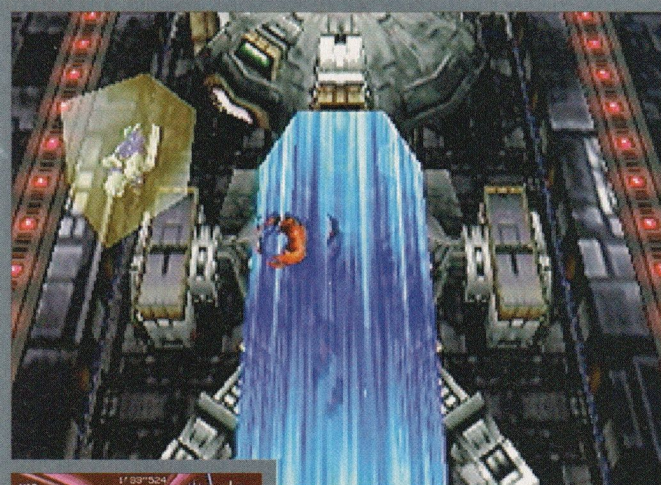
September 1998

**N64**



# PREVIOUSLY IN N64

We previewed *Star Soldier* in the July issue (N64/17).



This is Mars – look, there's a canal! And a big alien brewery, no doubt discharging used hops into it.



Star Soldier				
HUDSON				
	Out now	64M		1
	TBA	<del>Controller Pak</del> XX PAK	Cartridge back-up	Rumble Pak
¥6800 (approx £35)				



The final boss, after one of several transformations.

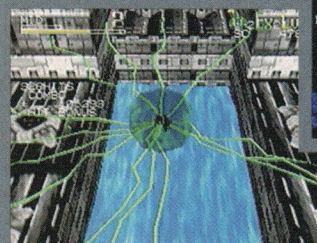


## The shoot-'em-up revival starts here.

# STAR S



There's something big and mean at the end of each of the six main levels.



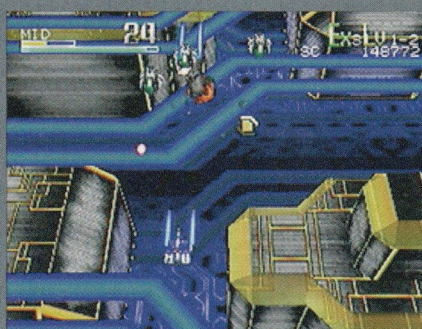
Something's gone badly wrong with the background. Yellow blobs power up your primary weapon.

**F**uturistic 2D manga shoot-'em-ups: As little as four years ago they were the mainstay of arcades around the world, and one of the most popular types of console game, with the SNES playing host to some of the finest examples to be found anywhere. They've since been largely forgotten, swamped by a tide of pretty-but-vacuous 3D replacements, but could it be that we're about to witness a revival? Hudson certainly think so.

*Star Soldier: Vanishing Earth* is very much an old school shooter, following on from the popular NES and SNES versions. It's one of the vertically scrolling variety (which always seemed more difficult than horizontal scrollers, for some reason), and,

naturally, there's a selection of ships to choose from, floating power-ups to collect, and giant screen-filling bosses to defeat. There's a standard plot-by-numbers involving an evil empire and an intergalactic tyrant of some sorts, and the action takes place over six levels, plus a final boss stage.

Gameplay is predictably and reassuringly simple. Just select one of three distinctly different types of ship and head off into battle. The controls will be familiar to anyone who has ever played a SNES or arcade scrolling shooter (with the exception of the analogue stick, which works a treat when weaving through a hail of projectiles). Destroying certain waves of aliens releases weapon power-ups and



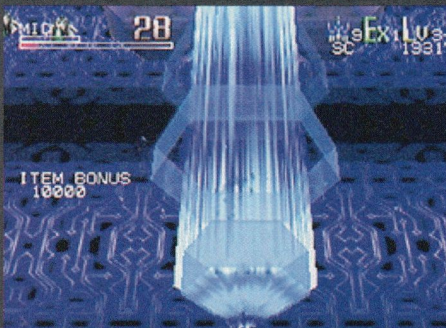


## Choose your weapon

### Venidium

Primary weapon: Vulcan Cannon  
Secondary weapon: Fire Bomb

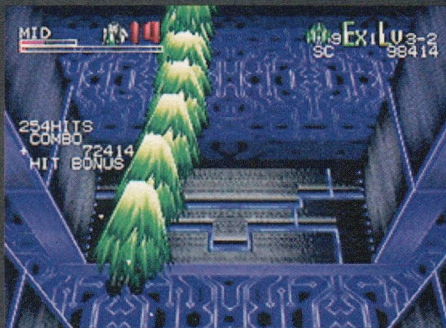
A good choice for beginners or players who prefer to stay in the centre of the screen, as the fully powered up Vulcan Cannon shoots backwards to pick off any stragglers and rack up that combo bonus. Secondary weapons are a little weak though – a very brief and hard-to-aim burst of rockets.



### Wisteria

Primary weapon: Wave Gun  
Secondary weapon: GB Bomb

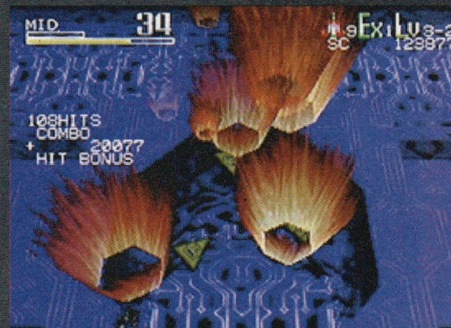
Wisteria is the heavily armoured tank of the group, with some mighty impressive weaponry. The Wave Gun fires in a 180° arc around the craft, ensuring that lesser enemies are destroyed as soon as they appear on screen, but the lack of speed makes tackling the bosses rather difficult.



### Lathyrus

Primary weapon: Laser Gun  
Secondary weapon: Mega Laser

The shoot-'em-up connoisseur's craft of choice. Lathyrus is the quickest and most manoeuvrable ship, and possesses the most powerful weapons – the Mega Laser cuts through most bosses in no time. But if you're a bit out of practice, the narrow width of fire and slippery controls will prove tricky.



# OLDIER

smart bombs, which must be hoarded for the obligatory end-of-level showdown with the boss. Completely standard stuff, but at least it isn't something we see on the N64 too often.

Hudson could at least have tried to make it look spectacular though – big, bright explosions, imaginative enemies, perspective changes, and the like. Instead, *Star Soldier* looks just like a SNES game, albeit with a higher screen resolution. The bosses (mainly large manga robots) are quite impressive, and the game is modelled with 3D polygons throughout, but it all seems like a bit of a missed opportunity to update the ancient 2D shooting formula. Even the demo games in *Dezaemon* include variations within each stage, flipping between horizontal, vertical, and diagonal scrolling, and changing the background speed, but *Star Soldier*, a specialist one-off shoot-'em-up which will cost almost as much on import, sticks to the same formula throughout. Even the explosions look better in *Dezaemon*. Perhaps Hudson's programmers should get hold of a copy to replace their own weedy development tools.

Each ship has its own brand of weaponry, which can be powered up in

several stages. Unfortunately this means that once you start sticking with your favourite craft, you'll never see another kind of weapon again. It might be just cosmetic, but one of the most satisfying parts of this type of shoot-'em-up has always been trying to stay alive long enough to see every power-up in the game. Surely with all the N64's built-in special effects at their disposal, the

combo multiplier score, achieved by shooting one alien while the previous one is still exploding – get hit or miss a shot, and the multiplier goes back to zero, so when there's a 5000+ combo at stake, the tension mounts. It also means you'll have to break out one of the lesser ships, as their wide-angle fire means they're better at hitting several aliens at once.

The combo bonus remains in the normal one-player game to prolong its lifespan. A good thing too, as it isn't exactly the most difficult of shooters, and anyone who completed *Super R-Type* or *Axelay* will

## MASTERY

...anyone who completed *Super R-Type* or *Axelay* will find the first two difficulty levels an absolute doddle.

programmers could have let their imaginations run riot and created the ultimate thrill for the world's hardware fans. Even the tiniest flash of inspiration would have resulted in something more impressive than the solid green blobs of the GB Gun, or the puny little red dashes fired by the Vulcan Cannon.

But thankfully, *Star Soldier* does have one excellent feature. The Caravan score attack mode pits you against the clock over two or five minutes, in a bid to rack up a record total. Nothing unusual there – *Dezaemon*'s got one too – but it gets better. As well as having a specific points value, enemies can be 'chained' to give a

find the first two difficulty levels an absolute doddle. We made the mistake of playing it on Standard, and were confronted with the final boss within our first hour of play. Selecting Expert mode certainly improves matters, but still doesn't push the difficulty level quite up to SNES standards.

Presumably, *Star Soldier* is intended to be a score-based challenge, and as such it works fairly well. The Caravan mode offers endless scope for improving your records, and, given a PAL release, our I'm The Best leagues await. Just don't expect anything you haven't seen a hundred times before.

MARTIN KITTS



## ACCESSIBILITY

You'll have more problems if you're Japanese, as the entire game is in English.

## 6 VISUALS

Smooth and busy, but disappointingly unspectacular.

## 7 SOUNDS

Japanese synth rock all round, and loads of zingy zappy noises.

## 3 MASTERY

You have to be kidding, right?

## 7 LIFESPAN

Get to grips with the combo bonus system and the Caravan mode awaits.

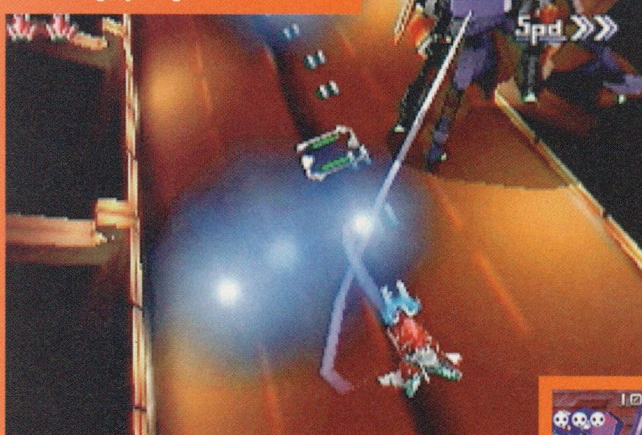
## VERDICT

Fun for a 15-minute blast every now and then, or an endless score challenge, depending on how big a *Super Aleste* fan you are.

62%



▽ The first level boss in Solid Gear, and mighty tough it is too.



△ Transparencies and multi-level playing areas are all possible, if you know how.



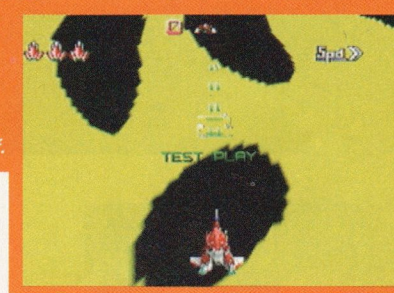
△ Art for art's sake? Drawing this little masterpiece with the analogue stick wasn't easy...

▽ ...And it looked a little bit pathetic when we put it in our game.



△ Blur's Song 2, N64-style. Altogether now: "Woo hoo!"

△ There's a satisfying 'pop' noise when their heads come off.



## ACCESSIBILITY

All the menu options are in English, and the icons can be figured out, but you really do need to understand the manual and tutorial in order to get the most out of the cart.

## VISUALS ?

It's all down to you, your talent with a paintbrush, and your understanding of Japanese.

## SOUNDS ?

You won't make the soundtrack to the next Banjo with it, but you'll love making awful tunes.

## MASTERY 7

Well, we'd better give it a mark for something.

## LIFESPAN 8

The possibilities are endless. Shame you can only make one game at a time though.

## VERDICT

Top idea, and a totally different way to exploit the power of the N64. If we ever get an English instruction manual, we'll be playing nothing else. Well, maybe.

82%

Come on, admit it: There must have been a time when you've looked at a really dodgy N64 game and thought 'That's appalling. A trained chimp couldn't have done a worse job of designing that'. Think *Aero Gauge*, think *MK Mythologies*, think *Cruis'n USA*. Think you could do better?

Well now you've got the chance to find out, thanks to Athena's mightily impressive shoot-'em-up construction kit *Dezaemon 3D*. Updated from the SNES version, and crammed into one dinky little N64 cart are all the development tools you need to produce a potentially excellent old-fashioned scrolling blaster. There's a paint program, a neat little music editor, a

To demonstrate *Dezaemon*'s potential, Athena have included two of their own creations. *Solid Gear* is a manga-style shoot-'em-up and *Usagi Chan* is a more cutesy Pop'n'Twinbee affair, involving shooting the heads off giant motorcycling rabbits. They look very professional, and are both surprisingly entertaining.

But the best fun is to be had in creating something of your own and, luckily enough, all the editing menus are in English. The manual and tutorial aren't

bitmaps to make textures for objects and backgrounds is simpler, if you can get used to drawing freehand with the analogue stick, and the paint section will be familiar to anyone who has used a simple desktop drawing program. Once you've drawn something, you can cut it out and paste it

# DEZAEEMON

## The hardest game in the World?



△ He's obviously dead chuffed with his game, but then he can read Japanese.

utility to edit maps and set enemy patterns, and even a mini 3D modelling studio, where you can mess about with polygons, texture maps, and light sourcing. There are tonnes of pre-loaded models, textures, and patterns to fiddle with, or you can start from scratch and create something entirely new.

though, so it'll take persistence before you manage to get anywhere with any of the icon-driven programs.

The first thing we tried out was the music editor, which is relatively easy to use and surprisingly powerful. You're allowed a percussion track, a rhythm track, and four tracks (we think) for melody, each of which can contain multiple channels and instruments. You just grab a sound from one of the tear-off menus and drop it onto the stave. Once you've composed your masterpiece you can alter the key, cut and paste sections, and mix each track. We made a plinky-plonky Casio keyboard version of Blur's Song 2 in about an hour.

Creating polygonal objects proved to be more of a stumbling block though, and we had to settle for adding textures to the existing models. It's possible to string together several polygons to form an animation, but again this is difficult without any English instructions. Drawing

Dezaemon				
ATHENA				
Out now	128M	1		
Fingers crossed	Controller Pak	Cartridge back-up	Rumble Pak	
¥7900 (about £35)				

into an overview of the level or wrap it around an object. Then just set the camera angles, add some enemies, make up some power-ups, add special effects, and tell the rumble pak when to buzz. Hey presto, an action-packed shoot-'em-up.

So, as *Solid Gear* ably demonstrates, *Dezaemon* is perfectly capable of producing a commercial-standard shooter. Of course, games design isn't easy, and the average user might struggle to produce anything half as good, especially if they don't understand the instructions, but given an English translation (stranger things have happened), and a lot of spare time, we'd buy it just for the music editor.

MARTIN KITTS



**The challenge was to see if they could program it in a day.**

## MIDWAY

**\$60 (approx £45)**









**HOW TO...**  
find absolutely  
everything  
(and paste  
Gruntilda) in

**WARNING!**  
Every single  
Banjo-Kazooie  
secret revealed  
inside.

# BANJO-KAZOOIE™

by Daniel Glenfield



GO!  
GO!

September 1998

N64

67



## PREVIOUSLY IN N64

We had a mammoth, 14 page review of *Banjo-Kazooie* in issue 18.



*Banjo-Kazooie* is a brilliant game – easily the best of 1998 so far. In our review back in issue 18, we showed you exactly why it should be top of your buying list this summer, and awarded it a mighty 92% overall (only *GoldenEye 007* and *Super Mario 64* have achieved higher scores). If you want to know what all the fuss is about, turn to page 113 to order a back issue.

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W

ell, what a month it's been. Only moments after the huge review of the game was finished, it was decided that a huge 20 page guide was in order, detailing where *every single one* of the game's most important items are in this 128M monster.

So after several late-night playing sessions, thousands of gallons of strong black coffee, and the odd hallucination from lack of sleep, we finally uncovered the locations of every skull, jiggy and extra life and crammed it all into here: the definitive guide to *Banjo-Kazooie*...

## TRAINING AREA



### Bottles

Make sure you talk to Bottles at each of his eight molehills.



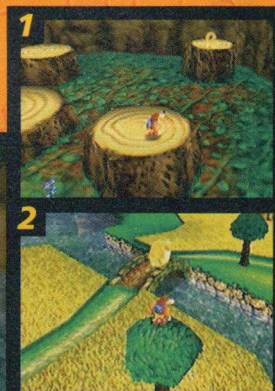
- Outside Banjo's house. (1)
- Follow the path to find him.
- By the tree trunks.
- Next to the tree near the bridge.
- On the other side of the bridge down the path.
- With the large rocks.
- Up on the vegetable patch (after the large rocks).
- On top of Spiral Mountain.



### Honeycombs

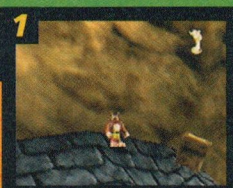
Collect all of these to gain an extra life hexagon.

- On a tree trunk. (1)
- Above the tree before the bridge. (2)
- On a platform leading up to the waterfall
- In an alcove at the base of Spiral Mountain (underwater).
- Use the Beak Barge on each of the large rocks.
- Beat up Colliwobble on the vegetable patch.



### Extra Lives

- On top of Banjo's house. (1)
- Inside the waterfall.





# THE LAIR



## Jigsaws

Bar the first one, you'll have to hit the Grunty switches in each level to make them appear. Hit the switch and watch the cut-scene carefully.

- On the left as you enter. (1)
- Above the entrance to Mumbo's Mountain. Use the termite to get it.
- On the pirate ship (Treasure Trove Cove).
- Use the Beak Buster on Grunty's raised eyes (Clanker's Cavern). (2)
- Behind the bars in the Grunty statue. Enter here via the big pot. (Bubbleloop Swamp.)
- Above the entrance to Freezeezy Peak. You need to fly up to it. (Freezeezy Peak.)
- Inside the Mummy's tomb (Gobi's Valley). (3)
- In the eye of Grunty's head. Fly up to it. (Mad Monster Mansion.) (4)
- Inside the waterlogged room with the mine (Rusty Bucket Bay). (5)
- Opposite the entrance to Click Clock Wood, very high up. Fly up to it with the Bumble Bee. (Click Clock Wood.)



## Mumbo Tokens

- Go through the first note door and down the stairs to the cauldron. It's hiding behind it. (1)
- Now go up the ramp and enter the big drainpipe. It is again with the cauldron.
- Above the entrance to Clanker's Cavern.
- On the left of the painting of Click Clock Wood.
- Behind the Mummy's tomb.
- Above the entrance to Freezeezy Peak.
- Behind Mumbo's chair in the house to the left of Mad Monster Mansion.
- To the right of Rusty Bucket Bay (underwater). (2)
- In the cave left of the mansion picture.
- Behind the 765 note door.

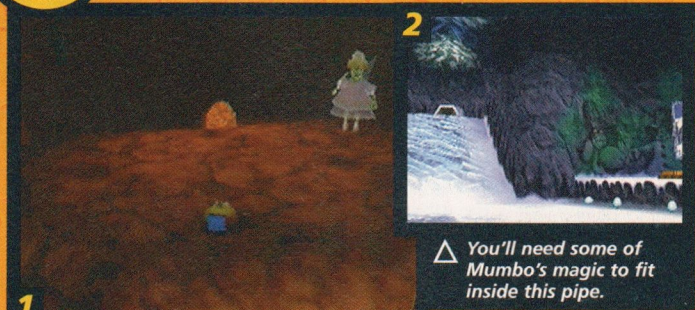


## Extra Lives

- Raise the water to its highest level and go back to the picture of the mansion.
- Behind Grunty's hat.
- Behind the house, west of the mansion.
- Above the entrance to Click Clock Wood.

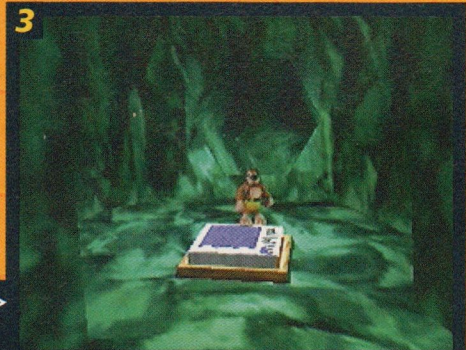


## Spellbooks



△ You'll need some of Mumbo's magic to fit inside this pipe.

- Exit the mansion as a pumpkin and head across the narrow path over the lava to the small hole. Cheato is inside. (1)
- Enter the pipe to the left of Freezeezy's picture as a crocodile. (2)
- Raise the water to its highest level and use the few seconds you have to get to the ship and swim up to the right. Climb the stairs to meet Cheato. (3, 4 & 5)



Beak Bust the switch and the water level will rise.





# MUMBO'S MOUNTAIN



## Jigsaws

● Go to meet Conga (across the bridge from the start) and he'll start throwing oranges at you. Stand on each of the three orange blocks on the ground and move off them when Conga throws an orange so they hit the blocks. Once all three are hit, the jigsaw piece will be yours! You can also Beak Bust the switches if you've learned the move. (1)

● Climb up the pole that Conga is perched upon to grab his large orange. Climb back down and run over to Chimpy. He'll be happy to give you a jigsaw piece in exchange for the fruit and he'll also raise the tree trunk to give you access to Bottles.

● Use the Flap Flip jump to get on the platform above Chimpy's trunk and pelt Conga with eggs. After a few hits he will relinquish his treasure.

● From Conga go up the path to Ticker's house and turn left to visit the stone circle. The jigsaw piece is right in the centre of the monument. (2)

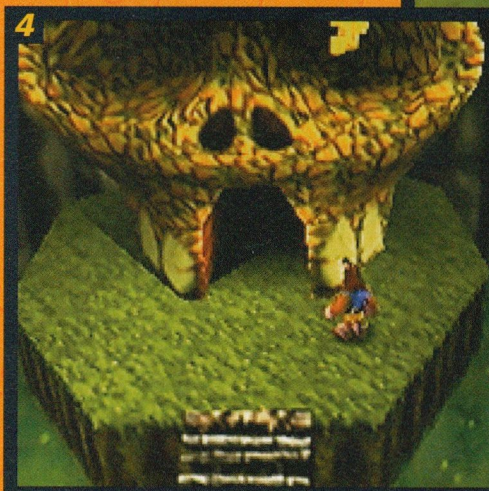
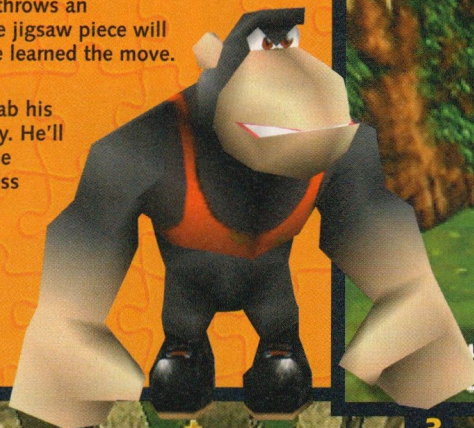
● Use the Beak Buster on the huts in the village. One of them conceals a piece of jigsaw, while the others hide lots of other goodies. (3)

● In one of the eyes of Mumbo's house. Use the Flap Flip jump to reach it. (4)

● Shoot eggs into the rotating Juju statue's mouth in the centre of the village.

● There is a piece of jigsaw on the hill, near the path that leads from the village to the starting area. (5)

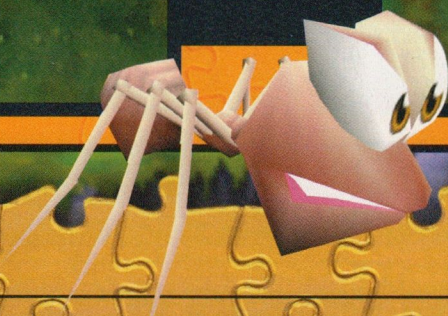
● Transform into a termite, then enter Ticker's house and climb up to the top.



△ A Stonehenge-style circle. The jiggy can be found in the centre.

It's behiiinnnd yooooooooo!

◁ Look out for Mumbo's golden right eyeball. Jump in to get it.







## Bottles

He'll teach you three new skills on this level.

- On the platform above Chimpy – Egg Firing.
- Next to the stone circle – Talon Trot.
- To the left of Mumbo's house (in the village) – Beak Bust.



## Mumbo Tokens

You need five to visit the Shamen.

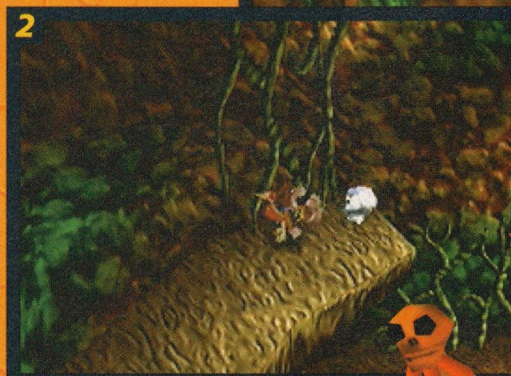
- Behind the platform that the first Jinjo is standing on.



- From Chimpy's tree trunk jump up and go left. (1)

- In Ticker's house. (2)
- Behind the stone circle.

- Under the ramp that leads up to Mumbo's house.



◁ Kazooie'll be able to reach the token but these ledges are mighty slippery!



## Extra Lives



- Hidden under a hut.
- At the exit to Ticker's house. (1)

◁ To get to the top you need to visit Mumbo who'll transform you into a light and nippy termite.



## Jinjos

Collect all five of these for the 10th piece of jigsaw.

- From the start look right to see the first Jinjo on a platform. Use the Flap Flip jump to collect it. (1)
- Again from the start go halfway across the bridge and look right. This Jinjo is on an island surrounded by water.



- Another Jinjo is situated on top of the stone circle.
- From the circle go down the hill to collect a solitary Jinjo on a grassy platform.
- The last one is concealed inside one of the huts. Use the Beak Buster to uncover it.



## Honeycombs

- Shoot Eggs into Juju's mouth but leave the last segment remaining. Jump on top of it and do the Flap Flip jump for a honeycomb piece. (1)
- From the second Jinjo look up towards Ticker's house and you'll see a cave. Enter it as a termite and then crawl down the rock face.



## Witch Switch

- From Chimpy's trunk jump up to the next platform and go left. To collect the jigsaw, leave the level as the termite and climb up to it. (1)



## Difficult Notes

- Stashed under a hut in the village.
- In underwater caves below the second Jinjo.

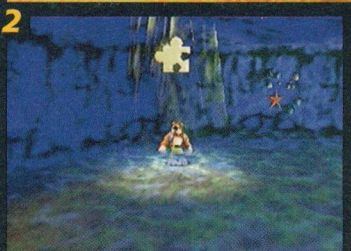
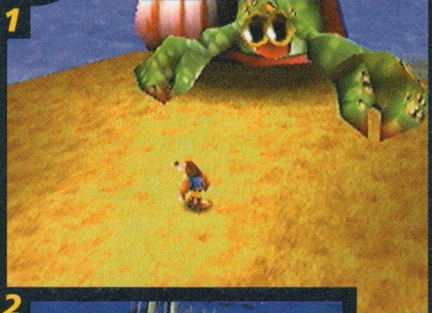




# TREASURE TROVE COVE



## Jigsaws



△ There's a whole host of goodies to be found in Nipper's shell.



△ Once you've been taught how to use them, just stand on the pads and press jump (A).

● From the start go left and fight Nipper. Hit him with the Rat-a-tat Rap move three times and go in the shell to claim the prize. (1 & 2)

● Retrieve both bits of Captain Blubber's treasure. Dive into the water and enter the hole in the ship's side for the first bit. Use the Beak Buster on the small square near the back of the ship for the second. (3, 4 & 5)

● Using the Shock Spring pads make your way over to the cave on the left. (6)

● Fire some Eggs into Leaky the bucket and the water surrounding the castle will lower. Go in and spell out BANJO KAZOOIE using the Beak Buster.

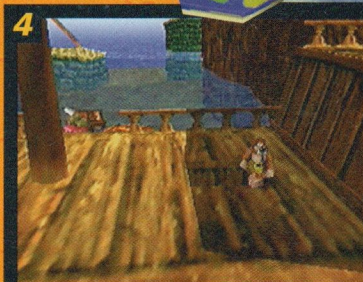
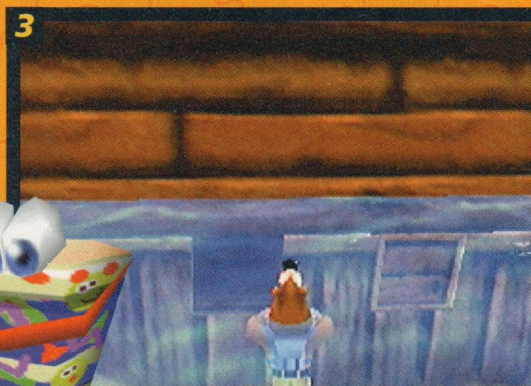
● From the Flight Pad on the ship's mast go to the chest on the left. Use the Flap Flip to get inside. (7)

● Go up the brick tower and bash the cross with the Beak Buster. Now fly to the next one and repeat until you get a ?. Jump down to your right and bash the cross, then use the Beak Barge on the chest.

● Near the tower there is another area with ladders. Go along the narrow path, jump on the crates and proceed to the small alcove which contains a jigsaw piece. (8)

● Go back to the ladders. Climb up and dive into the pool with the mine. (9)

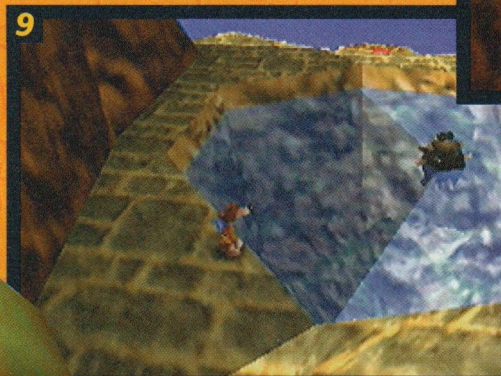
● On top of the lighthouse. You can fly or climb up to it.



▽ Climb to the top of the mast and launch yourself off the Flight Pad towards this chest.



TO FLY HIGHER, YOU'LL NEED SOME RED FEATHERS.







## Bottles

Two new moves to learn on this level.

- Use the crates near the Salty Hippo to get up onto the narrow pathway and head left towards the Shock Spring jump area. (1)
- Talon Trot up the mast via the rigging to learn how to fly.



## Mumbo Tokens

Collect these for use on later levels.

- Climb up the mast above Captain Blubber. (1)

- When you meet Bottles for the first time jump straight up from the Flight Pad.

- With the second piece of Blubber's treasure.

- Behind Nipper's shell.

- From the Salty Hippo swim out to sea. It's on top of the left-hand crate.

- At the bottom of the pool near the second cross. From Jigsaw 6 look towards the platform you jumped off. (2)

- Get back to the ladders and climb up until you find a chest. Jump inside for a prize.

- Next to the previous one.

- Smash the lighthouse door.



△ Banjo. Climbing the mast. Soon he'll be able to fly!

▽ Just look at those fantastic, shimmering water effects.



## Jinjos

Collect all five for the final piece of jigsaw.

- Under the pier at the start.

- On one of the Shock Spring Jump pillars.

- At the top of the Salty Hippo's mast.

- From jigsaw 8 you'll see a small path with a Jinjo at the end. (1)

- From the lighthouse, drop down to the area with all the trees. The last Jinjo is on one of them. (2)



◁ There's plenty to be gained by climbing all the trees.

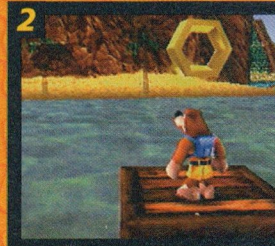
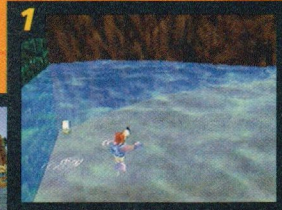


## Honeycombs

- To the right of Nipper. The honeycomb is underwater. (1)

- After the Spring Shock Jump area

- head towards the two chests. Now turn right and swim out to sea. You'll see the honeycomb above a crate. (2)



◁ Balance on the crate and jump up for the honeycomb.



## Witch Switch

- Behind the lighthouse. The jigsaw piece will be fired from the cannon and land fairly near the entrance to Treasure Trove Cove.



## Difficult Notes

- In Nipper's shell.

- From the Flight Pad on the mast head right (opposite the chest). (1)



## Extra Lives

- On a crate next to Sharkfood Island

- Make your way to the tower but fall down the first gap. (1)

- At the bottom of one of the pools.

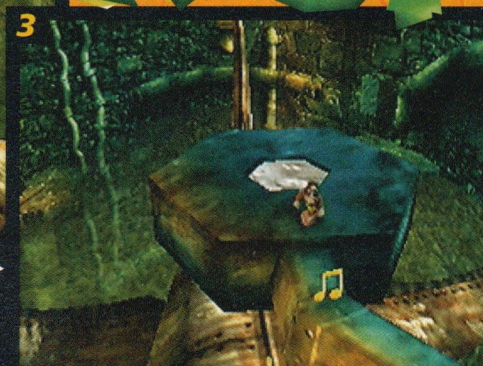




# CLANKER'S CAVERN



## Jigsaws

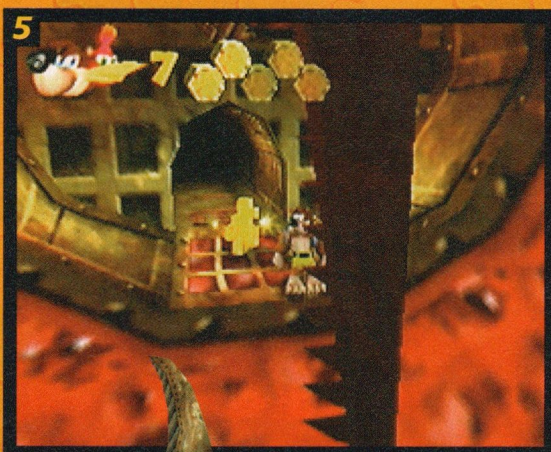


- Dive under Clanker's stomach and swim through the key handle three times to release him. (1 & 2)
- Now jump onto the island on Clanker's right. Shoot the gold tooth to enter his mouth and grab the jigsaw piece.
- Stand on the bolt in Clanker's blow hole and it will take you to a higher platform. Now walk along the path to collect it. (3)
- Get to Clanker's left fin and dive down to see a jigsaw piece behind a grate. Go left and enter the pipe to get it. (4)

△ Once you've released Clanker, the jigsaw piece will appear on his back.

▶ Just a case of walking slowly and very, very carefully.

▶ You can see it alright, it's working out how to get it that's the problem.



- Get on Clanker's fin and jump onto the high platform. Fire three Eggs at the grate to open it.
- Now dive down to a passageway beneath the previous jigsaw piece. Fight the Snippet Mutants for another.
- Enter Clanker's blow hole and make your way past the slicers. (5)
- Now make your way towards the screen to enter Clanker's mouth. Dive into the water and make your way to the next room where you must go through the green rings to win the jigsaw piece. (6)
- From here fly through the high gap to meet Bottles. Use the Wonderwing to get the gold.







## Bottles

Just the one move to learn in Clanker's Cavern.

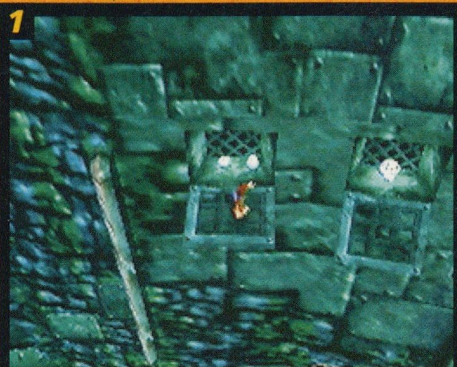
- After the green rings, use the Flight Pad to go through the high hole. Bottles is in the next room. Invincibility is your prize.



## Mumbo Tokens

Collect these for use on later levels.

- Above the start.
- Shoot Clanker's left tooth and enter.
- Below the fifth jigsaw piece.
- Once on the platform near the left fin, use the Shock Spring Jump to go right and up the drainpipe.
- Get on the island by Clanker's right tooth, turn your back to him and swim into the tunnel. (1)



△ Once in the tunnel you'll see the token tucked away on what looks like a window ledge.



## Jinjos

Collect all five for the final piece of jigsaw.

- From the start, climb up the ladder and make your way over to the central platform with the Beehive. The Jinjo is hiding behind it. (1)
- Get on the platform next to Clanker's left fin, then go left and into the shaft.
- After setting Clanker free go to the other side of the lock. (2)
- Get on the island near Clanker's right tooth. Turn your back to him and dive to enter the right-hand tunnel.
- After going through all the rings to raise the water go into the high passage with the Beehive, then dive down.



△ A little yellow Jinjo just waiting to be had.



## Honeycombs

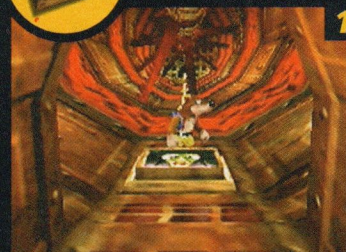
- By the left fin there is a pipe dipping into the water. Swim up it. (1)
- When you find the Jinjo go into the next shaft.



There's the pipe and there's the piece of honeycomb just poking out.



## Witch Switch



- Drop down the blow hole. Stomp Grunty's eyes back in The Lair for the piece. (1)

◁ Beak Bust the Switch for the jigsaw.



## Extra Lives

- On the platform near the left fin.
- From the orange Jinjo, fall down the shaft.
- From Clanker's right fin there is a shaft leading up. Follow it and use the double jump to move along the wall.



## Difficult Notes



- Check the passages in the ring area. (1)
- On the pipes above Clanker.





# BUBBLEGLOOP SWAMP



## Jigsaws

- Use Kazooie to hit the bandages on the egg. (1)
- Activate the jigsaw switch with the Beak Buster then follow the path. You'll need to find the piece before the timer runs out. (2)
- Kill all six Flibbits in the centre of the swamp. Using Invincibility is a good tip here.
- Use the Beak Buster on Tankup's flippers. (3)
- Hit the turtles in the correct order inside Tankup's stomach.
- Fire an Egg into the mouths of each of the five golden crocodiles.
- Get to the top of Tree Hut village and destroy the highest hut.
- Follow the maze around to another jigsaw switch. Activate it and collect the jigsaw piece within the time limit. (4)
- Turn into a crocodile and enter the big croc's nostril. Beat Mr. Vile to win. (You'll almost certainly need the speed shoes, so you may wish to leave this until later). (5)



◁ You'll need to use the wading boots to get to the giant egg.

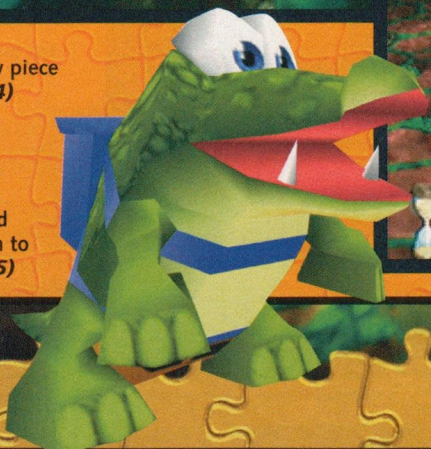
△ If you don't get the piece the first time you can try again and again.



Activate the switch and then peg it round to find the jigsaw piece before the timer runs out.



◁ Beat Mr Vile in all three games and the jigsaw piece will be yours. Things can get a bit tricky here so keep calm.







## Bottles

One more move to learn here.

- From the start, turn around and head towards the frog. You'll now be able to use Kazooie's protective wellies.



## Mumbo Tokens

You need 10 to meet Mumbo here.

- Behind the yellow Jinjo (in the swamp).
- In a cave with the eggs near the second jigsaw piece.
- On a pole next to the big egg.
- At the top of Tree Hut village.
- In Tanktup's body.
- Behind Mumbo's house.
- Behind Mumbo's chair.
- Inside the big croc's head.
- At the base of Tree Hut village. (1)
- Next to the previous one.



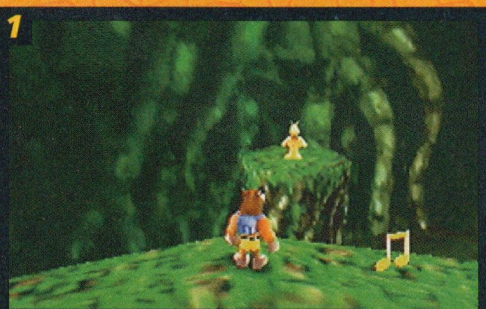
△ Go across the bridge to the right of the start for a Mumbo Token and the first, yellow, Jinjo.



## Jinjos

Collect all five to earn the 10th piece of jigsaw.

- To the left of the first bridge. (1)
- In a cave near the second jigsaw piece.
- Behind Tanktup.
- Behind the big crocodile head (on top of a large match). (2)
- At the bottom of Tree Hut village (you need to be a crocodile to get this one).



2



△ You should find the blue Jinjo just after collecting a jigsaw piece.



## Honeycombs

1

- Above the conductor in Tanktup's body. (1)
- Inside Mumbo's house. (Look up.)

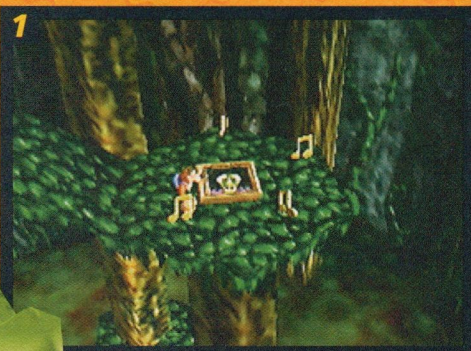
△ From the orchestra stand you'll need to do a Flap Flip for the honeycomb.



## Witch Switch

- Under a hut in Tree Hut village. Collect the jigsaw in The Lair by jumping in the large pot. (1)

1



## Extra Lives

- On top of the large egg.
- At the base of Tree Hut village.
- After beating Mr. Vile, play him three more times for three extra lives.



## Difficult Notes

- On top of the match above the blue Jinjo. (1)
- With Mr Vile.

1

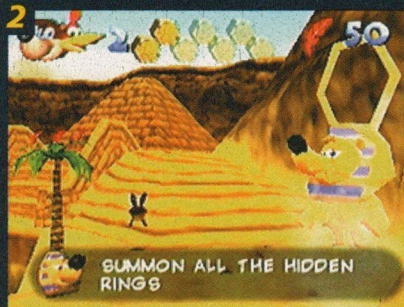




# GOBI'S VALLEY

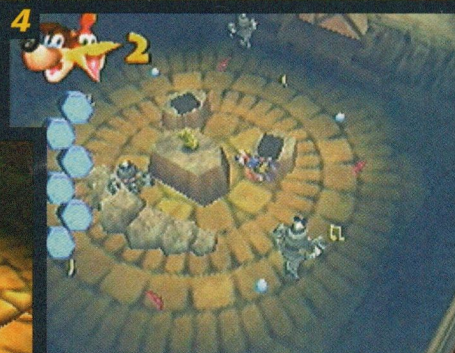


## Jigsaws



◁ After you've fired an egg into each nostril a door will open up.

▷ You'll need the running shoes to beat the clock and win the jigsaw piece.



● Climb up Jinxy the sphinx's back and onto the pillars in front of him. Fire an egg into each nostril to make him sneeze. Go inside and stand on the carpets, raising them by firing eggs into the faces on the walls. (1)

● Get on Jinxy's back, take off and fly through all the gold hoops of the idols. (2)

● Behind the pyramid with the Kazooie pole, Grabba has a jigsaw piece. Go right from here and up the hill, past the beehive to grab some running shoes, then run back to snatch the jigsaw from the Mummy's hand. (3)

● Collect some more shoes before running over to the front of the race pyramid. Hit the switch and get to the top, then swim down to receive your prize. (4)

● Go to the sun pyramid and hit the button on top. Once inside use the Wonderwing to destroy Mum-Mum and, by using the Beak Buster, play mix 'n' match with the tiles. (5)

● Get on the carpet to the left of the sun pyramid to visit Gobi then break the block in front of him. (6)

● After setting Gobi free go back to the start, use the Beak Buster on his hump to water Trunker. (7)

● Hop onto the pillars that surround the large flat area in the centre of the world, shoot eggs at the moving faces and a pyramid will rise from the ground. Once inside race through the maze to find a sarcophagus which contains a jigsaw piece. (8 & 9)

● Use your Beak Bomb (learnt from Freezeezy Peak) to hit the target on the Kazooie pole. Once inside the pyramid put some eggs in the moving basket and you'll be able to climb up Histup. (10)



△ Beak Bust the tiles and match up the pairs.

◁ Jump on Gobi's back to water the thirsty tree.



△ Break the block and Gobi'll be free.

▽ Fire some eggs into the pottery.





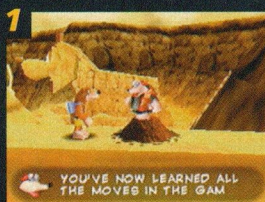


## Bottles

Just the one move to learn on this level.

- Go behind the pyramid with the Kazooie pole and head left. (1)

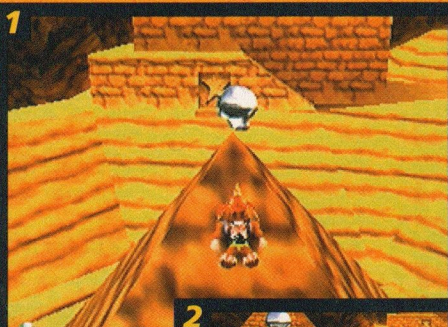
The Turbo Talon Trot is one of the last move to be learnt in the game.



## Mumbo Tokens

Collect these for use in later levels.

- Grab the shoes behind Jinxy and follow the notes going left.
- In the sun pyramid.
- With Jinjo 3.
- On top of the maze pyramid. (1)
- After maze in pot.
- On Jinxy's nose. (2)
- Inside Jinxy's pyramid.
- Inside the race pyramid.
- At the exit to the race pyramid. (3)
- With the ninth jigsaw.

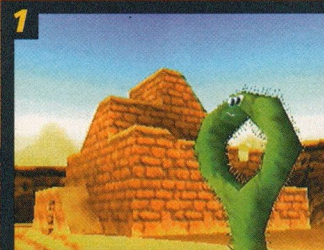


Finish the race and then grab the Mumbo token.



## Honeycombs

- Hit the switch behind the sun pyramid, then fly through the cactus. (1)
- After helping Trunker, go to Jinxy's left side and jump on the carpet, then use the Beak Buster on Gobi's hump.



- Make sure you've hit the switch first.
- The magic carpet will take you on a trip to visit Gobi.



## Witch Switch

- In the maze. The jigsaw piece is released in The Lair on top of the Sarcophagus. (1)



## Jinjoes

Collect all five for the last piece of jigsaw.

- Behind you at the start. (1)
- In the cave behind the sun pyramid.
- At the base of the maze pyramid.
- After the maze in a pot.
- Inside Jinxy's pyramid.



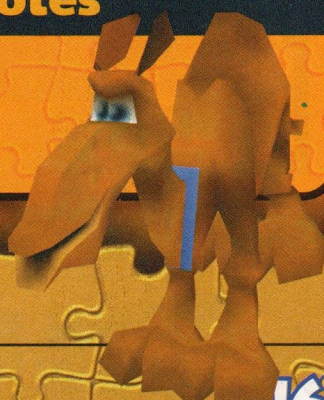
## Extra Lives

- On top of the race pyramid.
- Inside the maze.
- Behind Jinxy.



## Difficult Notes

- Inside Jinxy.
- With the ninth jigsaw piece.
- Inside the sun pyramid.
- Inside the race pyramid.





# FREEZEEZY PEAK



## Jigsaws



When you land on the polar bear he'll burp and give you a jigsaw piece.



Couldn't be simpler, this one. Just jump on in and grab it.



The three buttons on the snowman's chest all need to be hit with Banjo's Beak Bomb.



Your mission here is to light up the giant Christmas tree. You'll need to be a walrus before you can race Boggy.



- Go up the scarf and down the sled to retrieve the jigsaw piece from Boggy's stomach. (1)
- Use the Beak Bomb move to hit each of the three buttons on the snowman. (2)
- Use the same move to destroy every Sir Slush on the level.
- In the snowman's pipe. (3)
- Break open the box of Twinklies near the Christmas tree and keep the Twinkly Munchers at bay while the Twinklies run to the Christmas tree. Once ten are through, a switch will appear at the back of the tree's pot. Hit it with Eggs and then fly through the centre of the tree's star a couple of times. After the cut sequence climb up the inside of the tree for a jigsaw piece. (4)
- Give the presents to Boggy's kids. They are situated in the Christmas tree, behind the snowman, and on the snowman's nose. (5)
- Turn into a walrus and race Boggy on the sled. (6)
- After the race collect a jigsaw piece from Wozza.
- Change back, then race Boggy on foot (using the running shoes).







## Bottles

- Behind the presents near the Christmas tree. (1)

Chat with Bottles and he'll teach you the Beak Bomb attack.



## Mumbo Tokens

15 tokens to visit Mumbo here.

- In Boggy's igloo.
- On the sled ride (down the scarf).
- By the snowman's leg. (1)
- By the other leg.
- Near Bottles.
- From Wozza's cave go forward and fall into the water.
- Get on the flipped situated on one of the houses. Tap A to rise and collect it.
- In Christmas tree pot.
- Under the Sir Slush near the Grunty switch.
- On the sled race with Boggy.



△ Nestling somewhere around the snowman's foot.



## Honeycombs

- Under the Sir Slush in the centre of the village. (1)
- Enter Wozza's cave as a Walrus and go through the tiny passage. (2)



△ Kill the Killer Frosty and he'll give you the honeycomb.

△ You'll need to jump into the pool of water for this one.



## Witch Switch



- Under the Sir Slush opposite the Christmas tree. The jigsaw piece is released in the advent calendar in The Lair. You'll need to fly to it. (1)



## Jinjos

Collect all five for the tenth piece of jigsaw.

- On tall present next to Bottles.
- On the snowman's broom.
- Inside Wozza's cave (look up and to the left). (1)
- Above Mumbo in his house.
- Exit Mumbo's house and go left behind one of the other houses.



## Extra Lives

- After the sled race (behind the icicle).



## Difficult Notes

- On the snowman's head.





# MAD MONSTER MANSION



## Jigsaws

● Climb to the top of the house and go down the chimney. Now use the chairs to grab the jigsaw piece without touching the floor.

● In a barrel in the cellar. Shoot it with an egg to open it up. (1)

● Put an egg in each of the pots in the church garden. (2)

● At the top of the church tower. (3)

● Inside the bucket in the well. (4)

● Enter the house with the broken roof and jump on the glass tumbler. Spell out BANJOKAZOOIE to release the piece of jigsaw. (5)

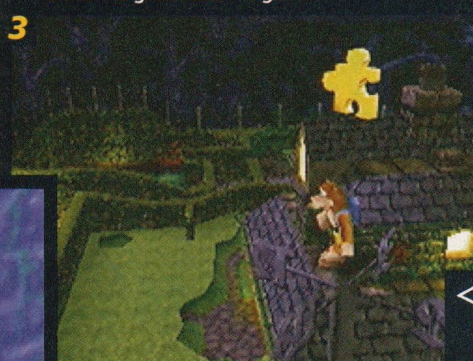
● Copy Motzhand on the keys inside the church to claim a jigsaw piece. (6)

● Smash the glass on the east side of Napper's house and go down the lavatory as a pumpkin. (7)

● As a pumpkin enter the maze via a tiny hole near the church tower, then get on Napper's roof before going down the drain near the front of the house. (8)



1 *△ Trek behind the house to find the basement and break the green door to get in.*



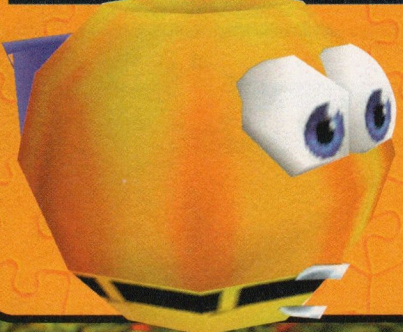
5 *△ Direct the glass tumbler to the right letters.*  
*At the bottom of the lav; and there's the prize.*



6 *◁ Climb around the edge of the steeple and up the pole.*



Copy Motzhand's tune by Beak Busting the organ keys.







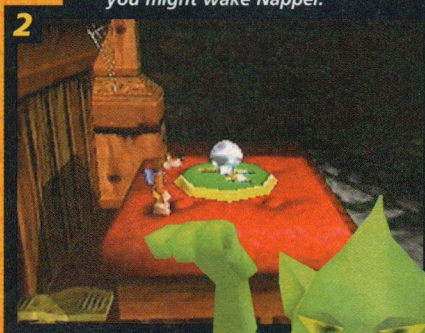
## Mumbo Tokens

20 needed to visit Mumbo here.

- On the broken roof.
- Near the house with the broken roof.
- Enter the maze via the small hole near the church.
- In the maze.
- In Napper's house (in the fire). (1)
- Behind a gravestone near the church.
- In the lavatory.
- In the well.
- On the organ player's seat. (2)
- On the wooden platform above the organ (near honeycomb 1).
- In the church's clockface.
- Near the green pond.
- In the glass room of Napper's house (south side).
- In the sink in the east glass room.
- Under Whipcrack in the green pond.



△ Careful not to step on the wood – you might wake Napper.



## Honeycombs

- Use the fly pad in the church to go up to the wooden beams.
- In the west side glass room go under the floorboards (as a pumpkin). (1)



## Witch Switch

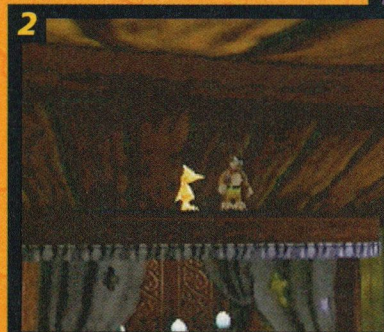
- 1 ● Fly up to the roof inside the church. The piece appears on Grunty's face in The Lair. You'll need to fly to it. (1)



## Jinjos

Collect all five for the tenth jigsaw piece.

- On the top of Napper's house. (1)
- On top of the bed in the glass room in Napper's house (south side). (2)
- Above the green pond.
- In the maze. (3)
- In a barrel in the cellar

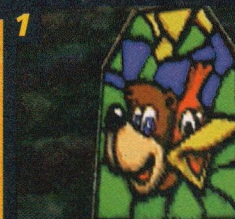


△ Break the second story, large, glass window at the front of the house to get in.



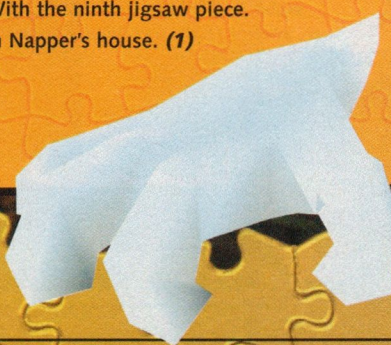
## Extra Lives

- Behind the organ pipes in the church.
- Inside the secret church room (jump through the Banjo-Kazooie stained glass picture). (1)



## Difficult Notes

- 1 ● With the ninth jigsaw piece.
- In Napper's house. (1)

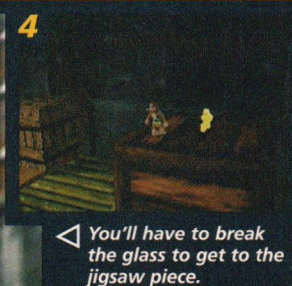
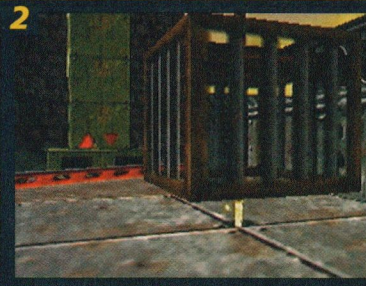




# RUSTY BUCKET BAY



## Jigsaws



● Get on the crate at the front of the ship, climb up the rope and make your way to the controls. Use the Beak Barge to raise the cage before running back to get the jigsaw. (1 & 2)

△ You'll have to be very quick for this one.

● Use the ladders to climb up the funnel nearest the front of the ship.

● From the start go left and pay the toll by shooting eggs into the hole. Now smash the window in the roof of the shed and, once inside, jump across to grab the jigsaw bit. (3 & 4)

● Use the TNT crate (via the crane controls) to blow a hole into the cargo bay. Once inside deal with Boss-box to gain a piece of jigsaw. (5, 6 & 7)

● At the back of the ship there's a small funnel which you can go down. Hit the fan switch and then go to the engine room via the tiny door in the funnel. The blades are now moving slower and you can pick up the jigsaw in the centre at the back (see note). (8)

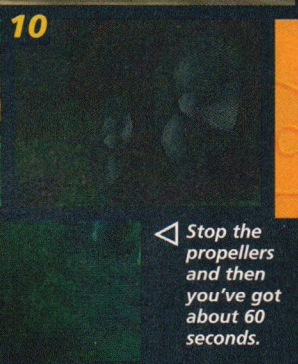
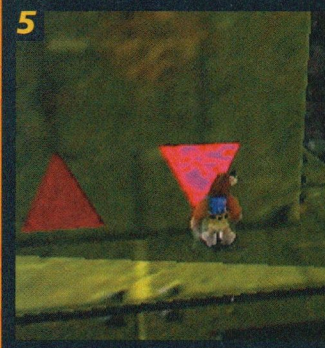
▽ The propellers may have slowed down but it's still not easy.

● Hit the two fan switches in the engine room and then run to the back of the ship, dive down and swim behind the propellers. See note below. (9 & 10)

● Go to the front of the ship where the three whistles are. Hit the buttons in this order: 312111. (11)

● Again at the front, search for any portholes that look different (there are three in all). Smash these with the Rat-atat Rap and explore inside for a jigsaw. (12)

● From the front, dive into the water and follow the anchor chain into the ship before hitting the button to release Snorkel. (13)

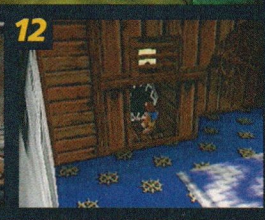


△ Stop the propellers and then you've got about 60 seconds.



△ Jump on the switch to free Snorkel the dolphin.

**Note:**  
This jigsaw is about the hardest in the game. Hit the switch in the far corner first, then go round to the other. Hit that when the rotating beam lines up ready for you to jump across. If you mess up, you can re-set the timer by re-flicking the switch, as long as the timer hasn't reached zero.







## Mumbo Tokens

Collect these for use in later levels.

● Go up the gang plank and left. Smash the porthole and enter. (1)

● At the front of the boat. (2)

● In the porthole with the bunk beds.

● In a boat at the back of the ship.

● Down the funnel next to the cage with jigsaw 1 (in the oven).

● Go up the gang plank and down the funnel.

● Behind the giant radiator near the back of the ship.

● On top of the funnel nearest the back.

● Enter the engine room and it's on the first revolving platform.

● From here get past the cogs and go right.

● In the same place but on the opposite side.

● In the toxic pool.

● Go in the far left of the three blue containers.

● Go in the central of the three containers.

● From the start go left and continue to put eggs in the toll pipe to move the platform across.



△ Explore the ship thoroughly, there're lots to find.

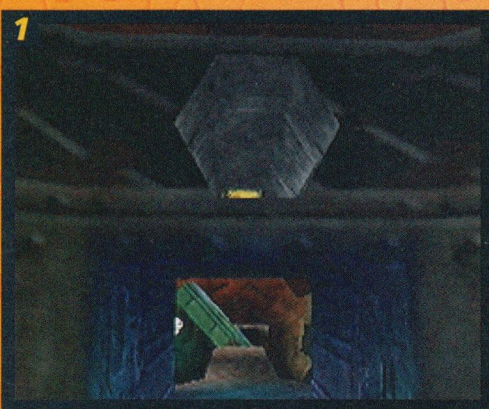


## Honeycombs

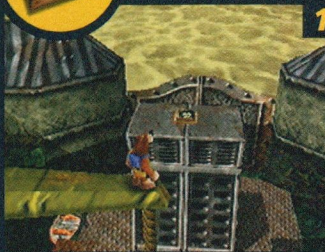
● From

Jinjo 2, dive to the right to enter a new area. From here hit the button and use the fly pad to grab it.

● After entering the engine room, drop down and look above the tunnel leading to the main room. Now use the Flap Flip jump to get it. (1)



## Witch Switch



● On top of the large radiator. To get to it climb the crane that holds the TNT box and jump over. Use the double jump a bit later than usual (when you start your descent). Watch the cut-scene carefully to see where the jigsaw piece is in The Lair. (1)

△ This is a tough jump but you can do it.



## Jinjos

Collect all five for the tenth piece of jigsaw.



△ The Jinjo is hidden behind a broken grate.

△ The crates are at the far side of the level.

● In the toxic pool.

● In the shark-infested pool near to the toxic pool.

● Go right from the start and then dive down to go through the hole (so you're under the beehive). (1)

● Climb on top of the three blue crates and go through the

opening in the top of the middle one. (2)

● To the right of the TNT crane pay the toll to get access to the last Jinjo.



## Extra Lives

● Destroy all the TNT crates in the right-hand blue container. (1)

● In the engine room on the left.

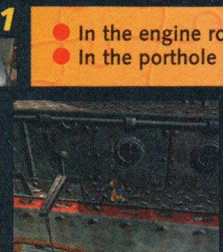
● In the grey shed with the third jigsaw piece.



## Difficult Notes

● In the engine room.

● In the porthole rooms. (1 & 2)





# CLICK CLOCK WOOD

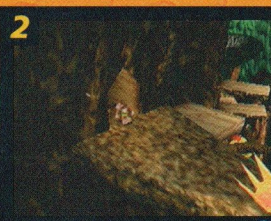


## Jigsaws

To access the Summer, Autumn and Winter rooms, you need to find a switch in each of the preceding rooms.

### SPRING

- Find the fenced-off muddy area and fire some Eggs down the hole in the middle of it. A plant will start to grow (continued in summer). (1)
- Smash open Eyrie's egg in the nest using the Beak Bust (continued in summer).
- From Eyrie's nest carry on up the tree and go into the door. The jigsaw piece is at the back of the tree. (2)
- Exit from Mumbo's house as a bee and go back to the entrance. Fly straight up and you'll see a jigsaw piece on a venus fly trap. (3)



Some tricky climbing's required to get up here.

### SUMMER

- Go to the plant and use the Beak Buster on Gobi's hump (continued in autumn). (4)
- Feed six caterpillars to Eyrie. These can be found: 1) opposite the entrance; 2) next to Mumbo's house; 3) behind the tree trunk near Gnawty; 4) near the tree house; 5) on a branch above Mumbo's house 6) and close to Nabnut's house (continued in autumn). (5 & 6)
- Beak Barge Gnawty's boulder (continued in autumn).
- Enter the beehive by smashing part of the roof. Kill all the Zubbas to collect a piece of jigsaw. (7)
- Leave Mumbo's and go up the path. Use the leaves on the right to climb up the tree. The jigsaw piece's on a platform. (8)

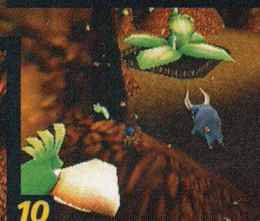
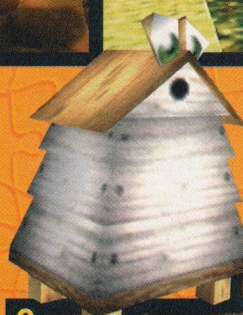


Feed Eyrie all the caterpillars and he'll fly away. Use your invincibility to beat the bees.



### AUTUMN

- Go to the plant and stomp Gobi again for a jigsaw piece. (9)
- Feed Eyrie again with caterpillars. Find them: 1) in Mumbo's house; 2) opposite Mumbo's house; 3) on the leaves to the right of Mumbo's house; 4) in the branches above Mumbo's house; 5) on the beehive; 6) in the beehive; 7) on a pile of leaves near the plant 8) inside Nabnut's house; 9) on the bird's nest; 10) below the tree house; 11) in the room where the first jigsaw was (continued in winter). (10 & 11)
- Swim up to Gnawty's lair. (12)
- Inside the tree house. (13)
- Nabnut requires acorns. Find these: 1) inside his house; 2) up the ramp outside his house; 3) up the ramp again; 4) on the platform below these; 5) leave the house, go up the left ramp and smash the window before going underwater; 6) from the low circular platform, on another low ramp. (14)



You can only reach Gnawty's lair in Autumn when the hole's full of water.



Find Nabnut the squirrel six acorns and you'll help him survive the winter.

### WINTER

- Visit Eyrie to get a piece of jigsaw.





## Mumbo Tokens

### SPRING

- On a fly trap to the right of the entrance.
- In the tree house.
- Go past Gnawty and jump out of the water to the left. Again a venus fly trap guards it.
- On the brambles.
- On the entrance to the beehive.
- On a branch further up the tree.
- Near Eyrie's egg.
- In Nabnut's house. (1)

### SUMMER

- Behind Gnawty's boulder.
- On branch above Mumbo's house.
- Inside Mumbo's house.
- On the venus fly trap to the right of Mumbo's house.
- Above jigsaw piece 4.
- Left of Nabnut's house.
- From the plant head towards the brambles, keeping to the right-hand wall. (2)

### AUTUMN

- Look up from the entrance.
- In a branch above Mumbo's house.
- In the tree house.
- On the fly trap to the right as you enter.
- Where the first Jinjo was.

### WINTER

- With the plant.
- Behind the large tree trunk (near Gnawty).
- In the remains of the beehive.
- Exit Mumbo's house and destroy Sir Slush on the left.
- Where the fourth acorn was.



△ Don't get too close to the swarm, they'll take ages to shake.



## Jinjos

Collect all five for 10 jigsaw pieces.

### SPRING

- Turn into a bee and fly up to the door that leads to jigsaw 1. It's on a fly trap.
- Still as a bee, enter the beehive to collect the Jinjo on top of the honeycombs.

### SUMMER

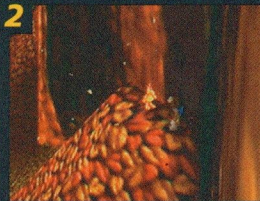
- As you enter the level go towards the bees and you should see a head peeking above the yellow grass. (1)
- At the plant go up one of the piles of leaves. (2)

### AUTUMN

- On top of Mumbo's house.



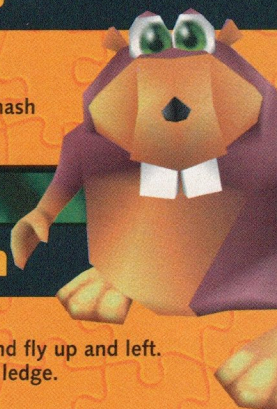
▽ There's a caterpillar to be found in one of these piles too.



## Honeycombs

### WINTER

- Visit Gnawty via the hole in the ice.
- Fly to the window above Nabnut's door, smash it, and enter to gain a piece of honeycomb.



## Witch Switch

### WINTER

- Get on the tree trunk near Gnawty and fly up and left. The switch's in front of a Sir Slush on a small ledge.



## Extra Lives

### SPRING

- In branches above Mumbo's house.
- Inside the room where the first jigsaw piece was.
- On the tree trunk near Gnawty. (1)

### SUMMER

- From Gnawty jump out of the water on the right-hand side.
- In the tree house.
- Near the first jigsaw piece. (2)

### AUTUMN

- To the right of the tree house.
- Near the first jigsaw piece. (3)

### WINTER

- Dive into the icy cold water and swim towards the entrance.
- Destroy the Sir Slush outside Nabnut's house.



## Difficult Notes

### WINTER

- Inside Gnawty's house.





# TOP TIPS

Always start an encounter with Grunty with 200 eggs, 100 red feathers and 10 gold feathers. If you have enough notes to open the doors near the warp cauldron in Grunty's Lair, you can replenish these easily each time you lose a life. If you haven't, you can either use Cheato's spells in the letter room of Treasure Trove Cove, or go for those extra notes.

# DOUBLE UP

If you have 890 notes or more, you'll be able to open the very last note door in the game situated up in Grunty's Lair. Behind this door, your energy bar will double up (it turns red) making encounters with Grunty far easier to handle.

# CHEATS!

Once you've completed the game totally return to Banjo's house. Use Top-C to look at the picture of Bottles and voilà! He offers you a puzzle to solve. For each one you get right he'll give you a cheat to be entered on the tiles in Treasure Trove Cove.



# GRUNTY



▽ When she comes diving for you, jump to sidestep.

● Her first attack will be to charge towards you on her broomstick. Keep her in view and, as she approaches, run and jump sideways to avoid her. Once she stops to check her broomstick, get close and fire a continuous succession of eggs at her. You'll need to hit her about four times. (1 & 2)

● Grunty will now use a magnet spell on you. As it approaches, use the Wonderwing move to escape damage.

● Next comes a sequence where Grunty hovers near the tower walls and chucks fireballs at you. The fireballs home in to the position you were standing when they were fired, so it's a case of running and stopping, running and stopping to avoid them. To hit Grunty, you need to stand on the edge of the battlements and fire eggs at her. Two hits will cause her to move on to the next side of the castle. When you've hit her twice on each of the four sides of the castle she'll fire another magnet spell. Use your Wonderwing to avoid it. (3 & 4)

● Pick up the dropped energy honeycomb if you need it.

● Hop on the fly pad to take to the air, then get close and hit B to attack Grunty with the Beak Bomb move. The best time to do this is when Grunty is stationary but this time decreases each time you hit her. The best tactic is not to gain too much height: if you do go too high and you miss with your Beak Bomb, you'll hit the floor and lose energy or, worse still, hit the floor and bounce off the castle to your death. Four hits should cause Grunty to drop another energy cell. (5 & 6)

● Grab the honey if you need it and shoot eggs into the tiny holes on the Jinjo statues (remembering to avoid the fireballs). Each Jinjo you set free will attack Grunty, and after four hits she'll fall out of the sky onto the tower wall. (7 & 8)

● Now comes the hardest part. You'll need to dodge the fireballs while putting eggs into each of the four holes on the statue. We found the best time to do this was after she casts the magnet spell because she pauses for a brief second. Once this is done the Mighty Jinjonator will activate and deal with Grunty, thus completing the game. Hooray! (9 & 10)



△ After a couple of swoops, your chance comes to hit her.

▽ You can only hit Grunty standing up here.



◁ You can either dodge left and right, or take shelter behind the battlement and jump up to fire between fireballs.



## THE END...

Or so you might think... Depending on how many jigsaws and notes you collected, you'll see one of two end sequences (the longest in any Nintendo game, yet, by the way). What do they all mean though? And if you do manage to get the 'good end' (when you have all 100 jigsaws), what exactly are Rare trying to say. It's brilliant but it's not 100% clear, is it?

All will be revealed in next month's N64 Magazine, where every last one of Banjo's secrets will be laid bare. We'll also be setting some speed challenges to see who's the best on the greatest game of the summer.



△ This is an excellent height to attack Grunty with your Beak Bomb.

A couple of eggs in each statue will ▷ be enough to release the Jinjo within, and allow it to attack Grunty.

8 39



▷ When all four Jinjos are released, the Mighty Jinjonator stature appears. Fire eggs into each of the holes at its base.

The statue provides no shelter from the fireballs. The only way to avoid them is to keep moving.

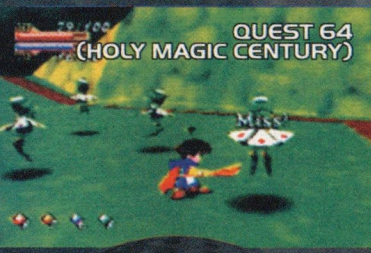
▽ 10



△ Unfortunately Grunty won't stop firing fireballs at you, so be quick.







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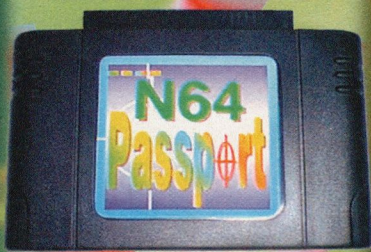
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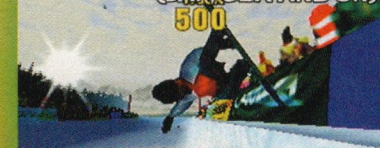
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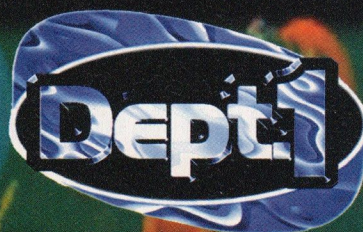
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# HOW TO...

## beat Nintendo and play

# 1080°

# SNOWBOARDING

## right now

by James Ashton



The marketing men said Winter, but when a game's this good, why wait?

**I**mport gaming sounds great in theory. You get to play all the latest N64 releases, often months before they arrive in the UK, and sometimes even save money into the bargain. In practice, though, there are problems. You have to have the right sort of telly or an NTSC/PAL convertor box. You need an American or Japanese N64 which, in turn, won't be able to play PAL releases or work directly from mains electricity. If you opt for convertor cartridges, you're going to have to put up with ghosted images, cracked sound and the possibility that your convertor simply won't work with the next game you want to play.

However, in a strange twist of geography, there is one bit of import gaming that every UK N64 owner can have a go at. You were probably as sickened as we were when we first heard that Nintendo's brilliant 1080° Snowboarding wasn't going to make it to Britain until November. The great news now though, is if you want a PAL copy of the game right this minute, to play in your standard issue UK N64, without any further hassle or complication, at a price that might even beat the eventual UK release – then it couldn't really be much simpler.

You see, Australia and New Zealand also use a PAL TV system. Being in the Southern Hemisphere, though, they're currently in the middle of winter and the snowboarding season. As a result, Nintendo Australia wisely decided that the time was right for 1080°'s release down under (you'll remember that 1080° has been delayed in the UK until the winter season – Nintendo's marketing men have told them that a winter game just won't sell in the summer). The great news for us, is that the carts they're selling in Melbourne, Sydney and Wellington are exactly the same as the ones that will eventually go on sale here in the UK – they'll work perfectly with your machine.

If you want 1080° now, then, all you have to do is get hold of an Australian copy. How easy is that? Just read on...



△ Boarding on a penguin. Don't tell the RSPB.

Martin is N64 Magazine's resident 1080° champion.



**PREVIOUSLY IN N64** We reviewed the NTSC version of 1080° way back in issue 14.



## HOW TO... buy your cart

You've got two choices. You can either buy your copy pre-imported from a UK importer, or you can attempt to buy one direct from Australia or New Zealand. The first method's undoubtedly easier, but the costs are likely to be higher.

### Buying in the UK

Most importers should be willing to get hold of a copy of Australian 1080° on your behalf, but it's best to agree a price from the very start. Most importers work on mail order but some such as Computer Exchange (0171 9168440) have shops where you can go and pick up your game over the counter. When we contacted them, they had carts ready to go at £60 – not bad, but probably £10 more than the game will cost when it eventually arrives in the UK. Other

importers to try are Project K, Visions, Skill, CA Games, Gamesters and Gamefreaks. Check N64 Shopper on page 107 for their numbers

### Buying from Australia

As we revealed in last month's Club 64, you can also buy your copy of 1080° direct from Australia. You'll need to phone an Australian mail order company (remembering that Australia's 10 or so hours ahead of us so you might have to get up fairly early in the morning) and order a copy of the game on credit card. Be sure to ask how much the company is going to charge you to ship your game from Australia, and how long you can expect to wait for it. Only place your order if you're absolutely satisfied with these arrangements.

The advantage to buying in Australia is that the exchange rate is currently in our favour. Games retail at 99.99 Australian Dollars, which at the current exchange rate of 2.5656 Dollars to the pound, works out as roughly £38.99. Add in a couple of Dollars for postage and your copy of 1080° arrives at your door for as little as £41. Don't worry about having to convert your money, either. As you're paying by credit card, you'll get a better rate of exchange and commission than you would if you changed your money at a Bureau de Change or Bank.

Some numbers to try out in Oz are HES (0061 297730 044), Mainstream Interactive (0061 398082100), Games Exchange (0061 747254 661) and The Games Channel (0061 362299171).



### WHY THE FUSS?

We reviewed 1080° back in issue 14, and awarded it a mighty 89% and a Star Game Award. It's definitely the best snowboarding game to appear on any system so far, but when we reviewed it, we wondered whether its limitations (only one other player to race against, no four-player mode, six tracks) would hamper its lifespan.

However, as the months have passed, we've found ourselves going back to the game again and again. Its real strength (as with Mario Kart) is the Time Trial mode, where the subtleties of changes to your racing line and technique can shave precious seconds off your best time. It's brilliant.

When we come to re-review the PAL version of the game for its November release in the UK, we might have to adjust its score upwards slightly. In the mean time, if you fancy getting hold of a PAL copy early, you have our guarantee that you won't be disappointed.

## HOW TO... get the secret boarders

### Play as Ice Man

Play through the Expert Match race mode and defeat the Ice Man on the Deadly Fall course to beat the game. Return to the rider select screen (in any mode), highlight Akari Hiyami and press A to bring up her statistics. Hold Left-C and press A to choose her, then let go of Left-C. Choose your board as normal and you should now be playing as the Ice Man.



### Play as Panda Man

Enter your initials on every single records screen: this includes Time Attack, Contest mode and Trick Attack. Next, go to the rider select screen, highlight Rob Haywood and press A to bring up his statistics. Hold Right-C and press A to choose him.

On the screen where you choose your board, the picture in the bottom-left corner should have the panda bear face instead of Rob's.

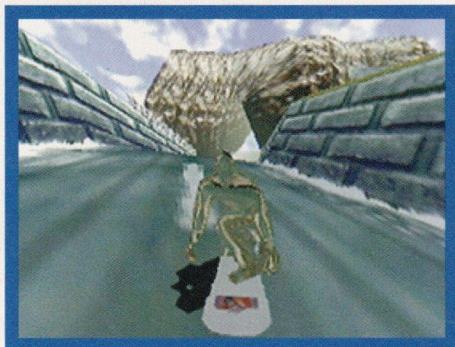


△ How cute, a panda on a snowboard. What's that, Martin? You want to punch his lights out?

### Play as Gold Man

Using the Ice Man, play through the Expert Match race mode and defeat the Gold Man on the Deadly Fall course to beat the game. Return to the rider select screen (in any mode), highlight Kensuke

Kimachi and press A to bring up his statistics. Hold Top-C and press A to choose him, then let go of Top-C. Choose your board as normal and you should now be playing as the Gold Man.



### Play on the Penguin Board

Do every single trick in the game in the training mode. The easiest way to do this is to pick Rob Haywood and do all the available tricks, then choose Akari Hayami and do the rest of the tricks (the tricks that have not been done are in white).

Once you have done all of these, quit the game, then restart under any mode. Choose any rider, highlight any board, then hold Bottom-C and press A twice. You should now appear on a penguin snowboard.



△ The penguin's not much cop but it'll impress your friends.





# You're through to...

# THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

**T**his month we were all surprised by the visit of a very nice man from DMA, bearing with him a copy of a nearly finished *Body Harvest*. Hell, the last time anyone bothered to traverse the crocodile pits and bungee spike traps that lead to the Hotline it was Andrew Mills, and that was only because we didn't know he was coming, or we wouldn't have fed the Rottweilers.

Anyhow, *Body Harvest* is looking pretty good for an unfinished title, with lots of alien nasties and plenty of bizarre weapons and vehicles. Anyone with a burning urge to kick alien butt should have hours of fun with this one before they even start the missions.

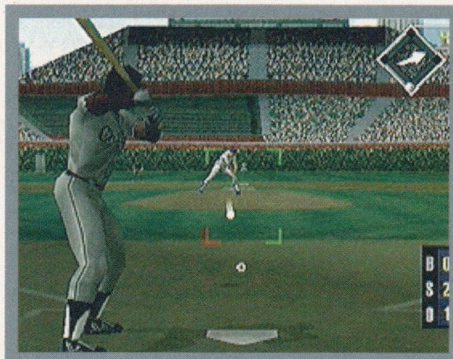
Also this month, we've been compiling the guide for *Banjo Kazooie*. Now that we've uncovered all the secrets we'll be waiting anxiously for the release of *Banjo 2*!

## ALL STAR BASEBALL '99

### Pick off second base

If you've got a computer runner on second base, you can pick him off every single time by exploiting this simple AI glitch: Select your pitch, and watch the runner start to edge

towards third. As soon as he passes the umpire, he won't be able to get back to safety in time. Throw to second and watch him squirm. If you use the manual camera, you can pick off runners on first and third as well.



### Free strike

When pitching against the computer, it's sometimes possible to get a free strike against the batter: If the computer player tries a bunt rather than a full-on swing, and misses, he'll always bunt again on his next attempt, no matter where you throw the ball, so press B rather than A after you've selected your next pitch to throw a pitch out, and you'll get a strike every time.

### Slow motion

Ever wanted to play baseball in slow motion? Of course you have! Well here's how to do it: Go to the in-game options menu and enable the manual camera. Now, not only can you sail around the arena using *Turok*-style controls on your spare pad (excellent for getting a closer look at those freaky aliens), you can also put the game into slow motion mode using the D-pad.

### Home Run Derby

You can also use the manual camera and slow motion options in the Home Run Derby game. Simply select an exhibition game and turn on the manual camera from there. Quit out to the main menu, and select Home Run Derby. Use the spare controller to make hitting those homers a whole lot easier.

## NFL QUARTERBACK CLUB 98

### All The Cheat Codes

You've probably seen quite a few cheat codes for Acclaim's star gridiron game, but you probably won't have seen *all* of them. So here's a complete listing of every known code, along with a handy option to turn off all the cheats if you ever forget which ones are active.

LLDFSCK – Weakens both defences.

LLFFSCK – Weakens the offence.

CRLLWYS – Maximum acceleration.

BGBFYDF – Maximum defence.

YNSTYNS – Maximum discipline and awareness.

BGBFYFF – Maximum offence.

RNLDZWNGR – Maximum strength.

PWBYRMN – Reduces player attributes to zero.

TRNTDLFR – Zero quarterback accuracy.

WLTPRYTN – Maximum agility.

SPRBGRMS – Long distance punts, kicks, and throws.

TGHTGRP – Players don't drop the ball.

LWYSTPSS – Players always tip the ball.

SPRTMMMD – Maximise all player attributes.

SPRDPRTCKL – Always make the tackle.

NBCTCKLS – Disable tackling.

YLCTRCFB – Electric football mode.

BGSPRDV – Increases the diving ability of the players.

8DWNDRV – Gives you eight downs instead of the usual four.

DWNRV – Gives you unlimited downs.

STNTXTM – Enables the secret teams in Quickplay mode.

SNWSLDS – Sled mode.

FRMBYFRM –

Slow motion mode.

BGTWSTRS – Spinning players.

SPTRBMD – Turbo mode.

MNFLDMD – Makes the players

constantly dive.

GTNHNS –

Players continually fumble the ball.

SPRSLYD – Slippery pitch.

LDSTRTRK – The ball is magically beamed into the receiver's hands.

PBYBYMD – The players always crawl

around.

STYCKYHNS – Always make the catch.



MCHJNSN – Extra fast players.

JPNSMWR – Fat sumo players.


GLYTHMD – Giant player mode.

SMLMDGT – Miniature player mode.

BBMNTBL – Tall thin player mode.

LLCHTSFF – Turns off all the cheats.



 (01703) 652222

# HOTLINE

## WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call

will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

### Now also available!

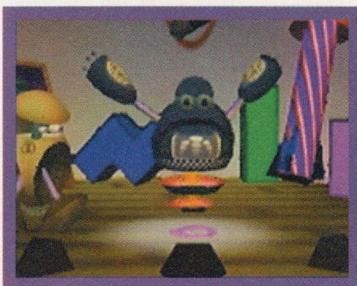
We now also have a **NEW fully automated service allowing you to get help on those games even into the wee small hours.** The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

## TETRISPHERE

They just keep on coming. Some more solutions for the Puzzle game.

**61.** Move the cursor up three spaces, then left one space from where it starts. Grab the purple L-shaped piece and slide it up one space. Move the cursor down three spaces, then right two spaces. Grab the blue square and slide it to the left one space. Part of the level will clear. Grab the same piece, slide it back to the right one space, then press the A button to use your drop and the rest of the level will clear.

**62.** Leave the cursor where it starts. Press the A button to use your drop. Most of the level will clear. Place the cursor over the blue square in the lower-right corner and press the A button to use your second drop. Another part of the level will clear. Grab the purple square in the bottom-centre and slide it up two spaces. Move the cursor up one space, then right four spaces. It will be on the highest purple L-shaped piece. Grab this piece and slide it up one space. Move the cursor down two spaces. Grab the purple L-shaped piece and slide it up one space. The cursor will again be on the highest purple piece.



Grab this piece and slide it back down one space.

**63.** Move the cursor right one space from where it starts. Grab the blue Z-shaped piece and slide it to the left two spaces. Move the cursor right four spaces, then up one space. Grab the purple L-shaped piece and slide it down one space. Move the cursor up one space, grab the purple L-shaped piece and slide it up one space to clear the level.

**64.** Move the cursor up one space from where it starts. Grab the purple I-shaped piece and slide it to the right one space. Move the cursor left one space. Grab the red T-shaped piece and slide it to the right one space. Move the cursor left two spaces. Grab the red T-shaped piece and slide it up two spaces to clear the level.

**65.** Grab the blue square that the cursor starts on and slide it left one space. Grab the next two blue squares (below the first one you moved) and slide both of them left one space. Grab and slide the top blue square back to the right one space. Do the same for the blue square directly below it. Grab the lowest blue square and slide it to the left one space and the level will clear.

**66.** Leave the cursor where it starts. Press A to use one of your drops. Most of the level will clear. Move the cursor right two spaces. Grab the blue Z-shaped piece and slide it down one space. Move the cursor left four spaces, then down two spaces. Grab the



green rectangle and slide it up one space. With the cursor still on that green rectangle, press A to use your second drop and the rest of the level will clear.

**67.** Move the cursor right three spaces, then down two spaces from where it starts. It will be on a blue square piece. Grab this piece and slide it up two spaces and the level will clear.

**68.** Grab the blue square that the cursor begins on. Slide it up two spaces, then press A to use your drop. The level will then clear.

**69.** Move the cursor up eleven spaces, then left eight spaces. It will be on a blue square piece. With the cursor on this piece, press A to use your drop and clear the level.

**70.** Grab the blue square that the cursor begins on and slide it up two spaces. Move the cursor four spaces to the right, then four spaces down. Grab the blue Z-shaped piece and slide it to the right two spaces. Move the cursor up two spaces, then left five spaces. The cursor will be back over the blue square you first moved. Press A to clear the level.





# TIPS EXTRA

Get more from your games with this selection of handy codes. Takes all the fun out of Fatalities, mind.

## Classic tip

### Snowboard Kids

*Snowboard Kids* is still one of our favourite games, and there are quite a few secret tricks included to increase its longevity. Here are all the ones we know about so far (you know the drill – hold A to crouch, input the code and release A to perform the trick).

**Nancy Cross:** diagonal up/left, hold diagonal up/right.

**Boysenberry Jam:** rotate stick 360° twice, hold down.

**Tommy's Tumble:** rotate stick 360°, hold up.

**Sinobin 1:** right, left, right, hold left.

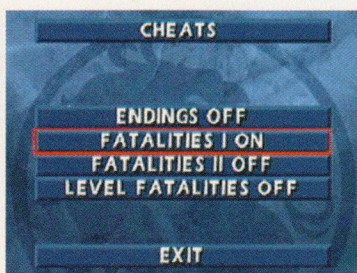
**Sinobin 2:** right, rotate stick 360° twice, hold right.

**Sinobin 3:** up, rotate stick 360° twice, hold up.

**Sinobin 4:** left, up, right, hold down.



## Mortal Kombat 4



### Easy fatalities

Fatalities can be tricky things to perform, can't they? It'll be considerably easier to dismember your mates if you turn on the one-hit fatalities option: Go to the options screen and highlight Continues. Hold down run and block for about ten seconds, and you'll activate the Fatalities Cheat menu. Turn one of the fatalities on, and perform an uppercut to activate it when the spooky announcer says "Finish him". Watch out for flying body parts, and remember that you can only have one fatality active. If you want to see more, you'll have to go back to the cheat screen.

### Play as Noob Saibot

To become the dark-suited Noob, simply select Hidden on the character select screen,



### Kombat Kodes

These codes must be entered at the vs matchup screen, where you can change the little symbols at the bottom. The numbers refer to the amount of times you must press low punch, back, and low kick on both controllers.

**001 001** Unlimited Run  
**002 002** Weapon Kombat

**100 100** Throwing Disabled  
**101 101** Temple Stage

**110 110** Maximum Damage and Throwing Disabled

**111 111** Free Weapon

**123 123** No Power

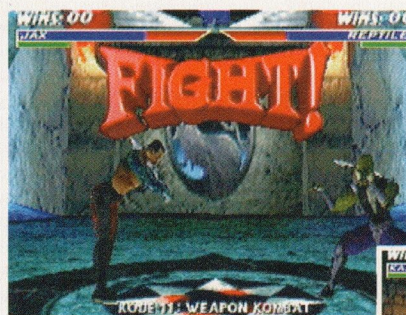
**202 202** Living Forest Stage

**222 222** Random Weapons

**303 303** Prison Stage

**313 313** Snow Stage

**321 321** Big Head Mode



**010 010** Disable Maximum Damage

**011 011** Goro's Dungeon Stage

**012 012** Noob Saibot



**020 020** Red Rain

**022 022** Scorpion's Stage

**033 033** Elder God Stage

**044 044** Tomb Stage

**050 050** Explosive Kombat

**055 055** Rain Stage

**066 066** Reptiles Stage



**333 333** Randper Kombat

**444 444** Armed and Dangerous

**555 555** Many Weapons

**666 666** Silent Kombat





# Datel codes

Hope you enjoy this month's codes. If you know of any more, just note them down and get them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

## TOP GEAR RALLY

Only Race 1 Lap Championship Mode	8031EBDB 0002
Extra Cars	8032690D 00FF
Extra Funny Cars	8032690C 00FF
4. Extra Tracks	8032690F 00FF
5. Level 1 Points	8032685F 0064
6. Level 2 Points	80326861 0064
7. Level 3 Points	80326863 0064
8. Level 4 Points	80326865 0064
9. Level 5 Points	80326867 0064
10. Level 6 Points	80326869 0064

## WCW WORLD TOUR

1. Time Always Zero	800F171F 00FF
2. Maximum Spirit Player 1	800F0831 0064
3. Minimum Spirit Player 1	800F0831 0000
4. Maximum Spirit Player 2	800F0BD1 0064
5. Minimum Spirit Player 2	800F0BD1 0000
6. Maximum Spirit Player 3	800F0F71 0064
7. Minimum Spirit Player 3	800F0F71 0000
8. Maximum Spirit Player 4	800F1311 0064
9. Minimum Spirit Player 4	800F1311 0000

10. Infinite Time Out	800F16F4 0014
11. Hidden Characters	800606D5 00FF
12. Have Aluminium Baseball Bat Player 1	800F1C50 0000
13. Have Baseball Bat Player 2	800F1C50 0001
14. Have Silver Chair Player 1	800F1C50 0002
15. Have Table Piece Player 1	800F1C50 0003
16. Have Aluminium Baseball Bat Player 2	800F1C70 0000
17. Have Baseball Bat Player 2	800F1C70 0001
18. Have Silver Chair Player 2	800F1C70 0002
19. Have Table Piece Player 2	800F1C70 0003
20. Have Aluminium Baseball Bat Player 3	800F1C90 0000
21. Have Baseball Bat Player 3	800F1C90 0001
22. Have Silver Chair Player 3	800F1C90 0002
23. Have Table Piece Player 3	800F1C90 0003
24. Have Aluminium Baseball Bat Player 4	800F1CB0 0000
25. Have Baseball Bat Player 4	800F1CB0 0001
26. Have Silver Chair Player 4	800F1CB0 0002
27. Have Table Piece Player 4	800F1CB0 0003

## FIGHTERS DESTINY

Player 1 start with extra stars	80209757 0006
Player 2 start with extra stars	8020B61F 0006
Player 1 always have zero stars	80209757 0000
Player 2 always have zero stars	8020B61F 0000
Ryuji have 1 star	8030734E 0001
Bob have 1 star	8030734F 0001
Pierre have 1 star	80307350 0001
Meiling have 1 star	80307351 0001
Leon have 1 star	80307352 0001
Abdul have 1 star	80307353 0001
Ninja have 1 star	80307354 0001
Tomahawk have 1 star	80307355 0001
Valerie have 1 star	80307356 0001

## QUAKE

Debug mode	8006C4E3 0001
Infinite ammo	8016426B 00FF
Have gold and silver keys	80164229 000F
Infinite armour	81164184 42C8

## WORLD CUP '98

Open Cup Classic Mode	8003CC6F 0001
-----------------------	---------------

move the invisible cursor to Reiko (up two spaces, left one space), and press run and block together.

kill, and he'll finish off any opponent with four or five blows. And he's got no fatalities.

### Play as Goro

Select Hidden on the character select screen, and move the cursor up three spaces, left one space to Shinrock, and press run and block together. Your friends certainly won't appreciate it though - Goro is incredibly hard to



### Johnny Bond

Highlight Cage, hold start and press Top-C to spin the MK logo around twice. Select Cage when the logo is showing for the second time, and Johnny will be kitted out in a rather natty Bond-style dinner jacket. Draw his weapon, and you'll notice that it has changed into a sawn-off shotgun.



## Forsaken

### Open all levels

If you're finding accessing those last missions a little bit tricky, you can open up every level in the game by pressing A, R, Z, Up, Up, Top-C, Bottom-C, Bottom-C on the Press Start screen.

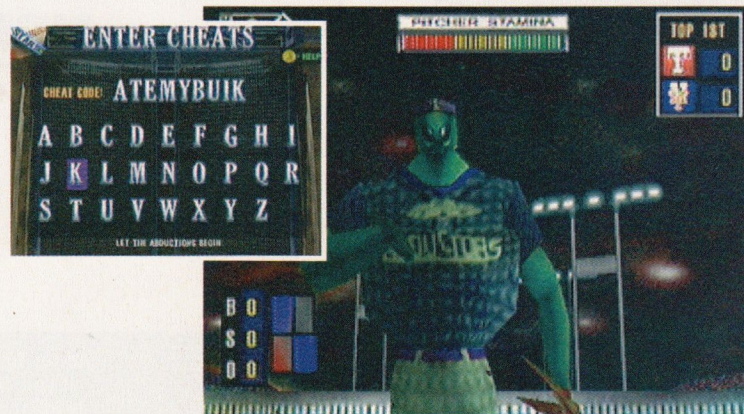
## All Star Baseball '99

### Codes

PRPPAPLYR - Turns your team into bendy paper cutouts.

GOTHELIUM - Inflates the players' heads and bats.

ATEMYBUIK - After entering this code a new stadium called Alienopolis will be enabled. Select it, and the home team will be transformed into green, bug-eyed aliens.





# READERS' TOP TEN TIPS

**A**nother fine collection of top tippage descended into the office this month in the form of hundreds and thousands of little yellow slips of paper. It's getting harder and harder to pick out just ten tips from the sackloads that we receive.

## TOP TIP

### 1. GOLDENEYE

Complete a level with the controllers set to Domino. Now you can shoot people in the cut scenes (this is especially good on Surface 1).

James Whitehouse, West Midlands

### 2. FIGHTERS DESTINY

To get all those extra moves with the minimum of hassle try this tip. Firstly, grab two memory paks. Beat the Master eight times with any character and save it to one of the paks then do the same again but this time save your character to the other pak. Select another character and beat the Master once. Exit and save, then enter the Win or Lose versus battle. All you need to do now is to beat one of your duplicate characters, without having a human opponent using controller 2, until he has no moves left. You should now have a fully trained character with every gained skill plus an extra one in Win or Lose mode. Now pick a different character and repeat to get



everyone fully trained. It takes a while but it's worth it.  
John Davies, Stoke-on-Trent

### 3. GOLDENEYE

To get an easy win in the flagtag matches find a room with only one door. Stand behind it and your opponents will see your flag but they won't be able to get into the room; you'll win once the timer runs out.

Hamid Motraghi, Newcastle

### 4. WCW VS NWO

To perform the ConJohn (named after me and my mate) finishing move you will need two human players on the same team. When your opponent is on the canvas, player 1 picks him up with R and grapples him from behind. While he's doing this player 2 gets on the turnbuckle and jumps to finish him off.

John Purcell, Co. Kildare

### 5. ISS 64

To score an easy goal, run up to the keeper to make him come out. Now quickly turn around and dash to the edge of the 18 yard box and hit B to perform the loop. If you're quick enough the goalie will be off his line and you will score!

Paolo Cerroni, Hertfordshire

### 6. GOLDENEYE

Get to the illegal weapons cache on the Depot and

But every tip that is selected to appear on this page earns its owner a prized **N64** Magazine pin badge. And if your tip is deemed to be the very best of the bunch then a classy MakoPad from Interact (01204 700139) will be heading, rapidly, towards your front door.



you will see some rockets on a table. If you shoot these, a strange swirling cloud will hover above them, only disappearing once the other smoke has died down.

Owen Hulatt, Bridgend

### 7. QUAKE 64

Do issue 16's *Quake* cheat. Now, when your ammo gets low, turn the all weapons option off, then on again to regain full ammo.

Mark Haslam, Liverpool

### 8. DIDDY KONG RACING

To beat the Octopus boss the second time round type in TEENYWEENIES on the magic codes screen. Now race him but keep to the inside of the track to avoid the bubbles.

Emily Foreman, Gloucestershire

### 9. TOP GEAR RALLY

Hold all four C buttons on the title screen to see exactly when *Top Gear Rally* was finished.

Orestis Giamarelos, Greece

### 10. GoldenEye

If you use the 'Tiny Bond' cheat during play, you'll notice that Bond begins to behave very strangely. Every time you are at the top of some stairs or a ladder, crouch down and then walk off the top VERY SLOWLY. If done correctly, Bond will begin to hover in mid-air. You can actually fly quite far if you just keep going as slow as possible.

Andrew Gray, Scotland

## Reader's Datel Codes

### CLAYFIGHTER 63 1/3

All characters/options	801A86A1 000F
Cannot be stunned	801F766B 0000
Infinite energy	801FD1CB 00AA
Full super bar	811F767A 0200

### MARIO KART 64

Stop lap time (TT)	8018CB43 0000
Multi green turtles	80165FBD 0004
Multi red turtles	780165FBD 0006
Spiked turtles	80165FBD 0007
Lightning Bolts	80165FBD 0008
Invincibility	80165FBD 000A

### NAGANO WINTER OLYMPICS

Press AR button for 1st	8813871F 0003
	8813871B 0002
To reset time close to zero	81137BA6 0000

### WCW VS NWO

Time always zero	800F171F 0000
Hidden characters	800606D5 00FF
Have aluminium baseball bat P1	810F1C50 0000
	800F1C52 0000

Chris Harris, Newbury

### MARIO 64

Bent Mario	8030961C 0050
Sevobe(?) Mario	803094F0 0078
Rubber walls	81309434 FFF
Flat Mario	803094E4 0078

### TOP GEAR RALLY

Race only one lap in championship mode	8031EBDB 0002
--	---------------

Gavin Nelson, Co. Down, N.Ireland

## YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

## HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name .....

Address .....

Post code .....

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW  
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

**N64**



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**You'll hear about him everywhere you go. The time has come for everyone to know the name of Champion the Wonderhorse.**

**O**r Wondergamer, maybe. Man or horse, if you've got the gamesplaying savvy to enter Skill Club 64, then you certainly deserve to have a rousing anthem composed in your honour and sung on Saturday morning television. It'll never happen, but it'd be nice, wouldn't it?

What you *will* get is a very smart and totally exclusive certificate proclaiming your achievement in entering our bronze, silver, or gold leagues. All you have to do is complete the requisite number of challenges listed over the page – three for bronze, seven for silver, and 10 for gold. It's far from easy, but we know you've got it in you.

Since completing 10 of the 11 challenges will take a good deal of time, patience, and money (try renting the games you haven't got), you can go for gold little by little, upgrading your league status by sending us further proof of your achievements as you complete them. For example, a 7 score in the silver league can be converted to gold club membership by sending in evidence of a further three challenges. If you mark your envelopes 'upgrade' it'll help our post monkeys to avoid any unfortunate double entry shenanigans.

## HOW IT WORKS

All you have to do is try to complete as many of the challenges on the opposite page as possible. Fill out the form, ticking the relevant boxes, and we'll enter you into the Skill Club 64 chart. You'll need to complete three challenges for Bronze, seven for Silver and 10 for Gold. Get going and we'll send you a much sought after certificate!

## gold club complete 10 challenges

Name	Name	Name	Name
Richard Davies	Rotherham	Jan-Erik Spangberg	Sweden
René Laurent	Ireland	Kelly Humphreys	Marlow
Stephen Lockhart	Ireland	Graham Underwood	Cumbria
Andrew McGrae	Southport	Gregor Richards	Dorking
Matthew King	Bromley	Stuart Richards	Dorking
Derek Thomson	Edinburgh	Andrew Mills	Londonderry

## silver club complete 7 challenges

Name	Completed
Robert Gallagher, Southampton	A,B,C,F,G,H,I
Kenneth Pickering, Ayrshire	A,B,C,D,G,I,J
Shaun Bell, Trowbridge	A,B,D,E,G,H,I
Kurt Peter Radford, Rotherham	A,B,D,E,F,I,J
Richard Davies, Rotherham, S. Yorks	A,B,D,E,F,I,J
Philip Foster, Havant, Hants	A,B,D,E,F,G,I
Derek Topper, Bristol	A,C,E,F,G,H,I
Jon Davies, Wallingford	A,B,C,D,G,H,I
Chris Searce, Reading	A,B,C,D,F,G,I
Arthur Van Dalen, The Netherlands	A,B,D,F,G,H,I
Ciaran McDermott, Ireland	A,B,C,D,E,F,H
Rony Costa, Middlesex	A,B,C,D,E,I,J
Andrew Castiglione, Bristol	A,B,D,E,F,H,I
Gary Thomson, Midlothian	A,B,C,D,E,F,H
Jon Olav Larsen, Norway	A,B,C,D,E,F,G
Mario Sioutis, Greece	A,C,D,E,F,G,H
Andrew Rutherford, Macclesfield	A,B,C,D,F,G,I
Ben Campion, Staffs	A,B,C,D,F,H,I
Ben Cook, Shoreham-By-Sea	A,B,C,D,G,H,I
Chris Constable, Devizes	A,C,D,F,G,H,J
Inguar S. Arnor, Iceland	A,D,E,F,G,H,I
Brett Slader, Australia	A,B,C,D,E,F,G
Craig Scotney, Leighton Buzzard	A,B,C,D,G,H,I
Dave Bloemer, Holland	A,B,C,D,F,G,K
David Keane, Sandwich	A,B,E,G,H,I,J
The Terrible Twins, Banbury	A,B,C,E,F,H,I
David Nicol, Cambridge	A,B,C,D,F,I,J
Craig Silcocks, Trowbridge	A,B,C,D,E,F,J
Steven McMahon, County Down	A,B,C,D,E,F,G,I
Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Christopher Smith, Surrey	A,B,C,D,E,G,I,J
Paul Isaia, Southampton	A,B,C,D,F,G,H,I
Piet den Dulk, Holland	A,B,C,D,E,F,G,H,I
Matthew King, Bromley	A,B,C,D,E,F,G,I,J



# bronze club complete 3 challenges

Name	Completed	Name	Completed	Name	Completed
Adam Johnstone, Wantage	A,B,F	Joachim Clauwers, Belgium	A,D,F	Sarah Margle, Ware	A,B,I
Pierre Dimba, Tonbridge	A,C,G	David Holmes, Doncaster	A,B,F	Nils Meuzler, Germany	A,B,E,I
Ben Olney, Kingston, Surrey	A,D,E	Tom Wyatt, Staines	A,C,D	Jeremy Scoble, Plymouth	A,D,G,I
Kevin Watts, Mansfield, Notts	A,C,F	Ben Stevens, London	A,E,F	Chris Thomas, Wallington	A,B,C
Lawrence Gilbey, Bridport, Dorset	B,C,I	James O'Sullivan, Somerset	A,B,D	Gard Mellemstrand, Norway	A,D,F,I
David Maguregui, Wellesbourne	D,E,G	Keith Tannahill, Ayrshire	A,D,J	James Bundy, Reading	A,E,F,I
Daniel Brooks, Swindon	A,B,F	Jamil Yahyaoui, Belfast	A,B,D	Alex McIver, Edinburgh	A,B,C,F
Ciaran Spence, County Antrim	A,B,F	Michael Achilles, Chingford	A,D,I	Tom Walker, Essex	A,E,F,H
Miles Fearnley, West Yorks	B,D,E	Jan Dehm Neves, Portugal	A,E,G	Lawrence Gilbey, Bridport	A,B,C,I
Joachim Clauwers, Belgium	A,D,E	Luke Yeandle, Abertillery	A,D,E	Neil Williamson, Nottingham	A,B,C,F
R. Knapman, South Wirral	A,B,E	Ben Wakefield, Twickenham	A,B,D	Philipp Sokolean, Switzerland	A,D,E,I
Stephen Durant, Bridgwater	A,F,I	Omid Elliott, County Tyrone	A,B,C	James Leigh, Clevedon	A,B,G,I
Simon Bell, Co. Durham	A,B,F	Nick Syrad, Reading	A,D,F	Neil Williamson, Nottingham	A,B,C,F
Herman Valk, The Netherlands	A,B,G	Patrick Laakso, Sweden	A,B,D	Aidan Murray, County Cork	A,B,D,H
Michael Gapper, Bristol	A,C,F	David Gibson, Fleet	B,D,H	Carl Bullen, Liverpool	A,B,G,H
Riccardo Riboldi, Italy	A,B,E	Mark Underwood, Cumbria	A,E,I	Alex Mann, Bedford	A,C,D,F
Adam Norman, Nottingham	A,D,E	Daniel Longstaff, Chigwell	A,G,I	Alain Keersmaekers, Belgium	A,B,F,J
Nicholas Bec, Salisbury	A,C,I	Vincent Coyne, Galway	A,E,F	Mark Quinn, Preston	A,B,E,I
Chris Gray, Fife	A,C,I	Raoul Smids, Belgium	A,B,G	Daniel Weserholm, Finland	B,D,E,I
Paul Coulson, Stamford	A,B,F	Chris O'Riordan, Cornwall	A,B,E	Andrew Davies, Essex	A,B,D,I
Tom Clarke, Beaconsfield	A,C,I	Matthew Weston, Nottingham	A,C,D	Morten Tronstad, Norway	A,B,C,I
Sebastian Bond, Gloucester	A,D,G	Sandy McKenzie, Fife	C,F,G	Martin Cater, Hucknall	A,B,C,G
Ioan Rees, Redditch	A,B,G	Norman Glover, Cleveland	A,B,F	Kevin Seeney, Bury St. Edmunds	A,C,D,I
Nick Hadden, County Cork	A,C,I	Alex Johnson, Sidcup	A,C,D	Philipp Sokolean, Switzerland	A,B,D,I
Tom Richardson, Addingham	A,C,H	Damian Unwin, Soton	B,C,D	Afong Toh, The Netherlands	A,C,H,I
Robert Kloosterhuis, Holland	A,D,F	Daniel McCann, Glasgow	B,E,H	Daniel Lally, Berkshire	A,B,F,G
Gordon Scales, Nottingham	A,B,F	Kevin Gilbert, Upton	A,G,K	James Hinton, Knoresborough	A,B,C,D
Ian Renyard, Ashford	A,B,F	Chris Hinkley, Peckham	A,B,F	Michael Walker, Londonderry	A,D,H,I
Phillip Renyard, Ashford	A,B,F	Gordon Willmott, Edinburgh	A,D,K	Asgeir Vikan, Norway	A,B,D,J
Brian Mulheron, Tyne & Wear	A,C,F	Johan Brown, Grantham	A,B,D	Andrew Carrington, Pontefract	A,D,E,J
Andy Howard, Cambridge	A,B,D	Rod Bayliss, Australia	A,D,H	Christopher McCabe, Co. Down	A,B,D,F
Remco Van Wingerden, Holland	A,B,F	Russell Higgins, Shropshire	A,G,I	Raymond Wells, Essex	A,B,F,H
Mark Odell, Derby	A,D,E	Wajahat Ali, Blackburn	A,C,E	Ed Higgins, Essex	A,B,G,I
Thomas Suckling, Ipswich	A,D,F	Adam Bull, Leeds	A,I,K	Joel Radford, Australia	A,B,C,D
Dylan Foale, Devon	A,C,I	Tormod Krogh, Norway	A,C,F	Stuart Derbyshire, Bolton	A,B,D,G
Lee Robertshaw, Southampton	A,E,F	Remko Veenstra, Holland	A,F,G	Griffin Leadabrand, Australia	A,D,F,I
Ian Gore, Somerset	A,B,F	Moe Aboulkheir, London	A,D,J	Kane Dorey, Jersey	A,B,D,H
Graham Cookson, Kent	A,B,H	Oliver Bolton, Kent	A,C,F	David Lewis, Birmingham	A,B,D,E,F
Dave Bloemer, Holland	A,C,F	James Garrity, Liverpool	A,B,E	Aaron Tuson, Essex	A,C,D,E,F
Andrew Hannath, Swindon	B,D,F	Elidir Jones, Gwynedd	A,B,F	Simon Webber, Wokingham	A,B,D,E,F
Erwin Zeevaart, Holland	A,F,H	Alan Hooper, Weston-Super-Mare	A,D,E	Stephen Rogers, Manchester	A,C,E,F,H
Steve Paget, Bonsall	A,C,D	Steven Said, Australia	A,B,I	Davy James, Powys	A,B,C,G,H
Richard Whitham, Poulton-le-Fylde	A,B,F	Alexander Filipowski, Warrington	C,F,J	Pat Shields, County Down	A,C,D,E,I
Philip O, Herts	A,D,H	Wayne Parkes, Cornwall	A,B,D	Kevin Seeney, Bury St Edmunds	A,B,C,D,I
Benjamin Lo, London	E,F,J	Joel Porter, London	A,E,F	Benjamin Khan, Bradford	B,C,D,F,I
Robert Lynch, Middlesex	A,B,D	Floryn Cleverens, The Netherlands	A,C,G	Kevin Loughlin, Slough	A,B,C,E,F
Owain Brimfield, Peel, Isle of Man	A,E,F	Martin Hunter, Edinburgh	A,B,E	James Hegarty, Belfast	A,B,F,G,J
David Newbrook, Staffs	A,D,F	Richard Holmes, Derbyshire	E,G,I	Nick Taverner, Suffolk	A,B,C,D,I
Alex Schwassmann, Germany	A,F,I	Alex Wood, Ipswich	A,B,D	Per Nilsson, Sweden	A,B,D,F,I
Chris Partridge, East Sussex	A,C,F	Steven Astley, Wigan	E,F,J	Panagiotis Bagiokos, Greece	A,B,C,F,I
Jonathan Townsend, Gwent	A,E,G	Mike Hodzelmans, Holland	A,B,D	Roeland Van Straalen, Holland	A,B,C,F,I
David Myring, Bristol	A,E,F	Michael Petch, Doncaster	A,B,I	Aynsley Welling, Cyprus	C,E,F,G,I
Ben Davies, Coventry	B,C,J	Simon London, Norwich	A,B,C	Charles Ayesa, Australia	A,B,D,G,H
Matt Peck, East Sussex	A,D,E	Peter Campbell, Belfast	D,G,J	Jack Gilbey, Bridport	A,B,C,E,I
Mark Rundle, Herts	A,D,H	David Faggiani, Manchester	A,D,F	Mark Green, Cheltenham	A,C,D,F,H
Richard Sutton, Kent	A,B,I	William Shutes, Norwich	A,B,F	Chris Kerry, Essex	A,B,C,F,I
Mark Walker, Bedford	A,B,F	Simon Lyddon, Devon	A,B,D	Daniel Metcalf, Norwich	A,C,D,F,G
Jonathan Davies, Coventry	B,C,J	Steven Smith, Essex	B,D,F	Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Sandy McKenzie, Scotland	C,F,H	Henry Rummins, Ashford	A,B,D	Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Adam Khattak, Belfast	A,C,F	Edward Rummins, Ashford	A,B,D	Joshua Takaoka, Newbury	A,B,C,D,G,I
Matthew Kitis, Liverpool	B,C,I	Ryan Carson, Devon	A,C,F	James Register, Surrey	A,B,C,D,F,H
Joe Cape, Stirling	A,C,D	Ashley Bennett, Essex	A,D,I	Stephen Mansfield, Derby	A,B,C,D,E,J
Ewen Summers, Ayrshire, Scotland	A,B,D	Thomas Vincent, W-S-M	A,D,F		



## challenge A

**What you must do:** Find all 120 stars.

**Proof:** Any picture of Mario with that magic 120 in the top right corner.

**Helpful Tips:** The first five issues of N64 Magazine tell you all you need to know about Super Mario 64. The Double Game Guide + on the front of issue 15 should help as well.



## challenge B

### Diddy Kong Racing

**What you must do:** Finish the game in mirror mode.

**Proof:** A picture of the save screen with Adventure Two and 47 balloons clearly on it.

**Helpful Tips:** Our review in issue 10 was stuffed with them, and our guides in issues 11 and 12 should help too. Oh and don't forget the DGG + with issue 11.



## challenge C

### Lylat Wars

**What you must do:** Finish the game with 1,500 hits or more.

**Proof:** A picture of the final hits screen or high score table with 1,500 hits or more.

**Helpful Tips:** Gentleman Space Adventurer Quarterly, free with issue 8, and the Double Game Guide + on the front of issue 13.



## challenge D

### GoldenEye 007

**What you must do:** Finish the game on all three difficulty settings.

**Proof:** A picture of the 007 mode's level editor.

**Helpful Tips:** The i-Spy Magazine that came free with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.



## challenge E

### ISS64

**What you must do:** Finish all the scenarios.

**Proof:** A picture of the completed scenario screen (you'll need to do this with more than one picture).

**Helpful Tips:** Tips in issues 4 and 14.



## challenge F

### Mario Kart 64

**What you must do:** Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).

**Proof:** A picture of the records screen or the title screen (hold down R).

**Helpful Tips:** Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.



## challenge G

### Pilotwings

**What you must do:** Win Gold medals on every event.

**Proof:** A picture of the medal screen.

**Helpful Tips:** There's a guide in issue 6 and tips in the Double Game Guide + on the front of this issue.



## challenge H

### Turok: Dinosaur Hunter

**What you must do:** Complete the Time Challenge Mode in under 3'00"00.

**Proof:** A picture of the final screen with the time clearly visible.

**Helpful tips:** None available.



## challenge I

### Blast Corps

**What you must do:** Win a gold medal on Neptune.

**Proof:** A picture of the medal award screen for Neptune.

**Helpful Tips:** Tips in issue 8 and the Double Game Guide + on the front of issue 16.



## challenge J

### Wave Race 64

**What you must do:** Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).

**Proof:** A picture of the records screen.

**Helpful Tips:** Tips in issue 2 and DGG + on the front of issue 14.



## challenge K

### Yoshi's Story

**What you must do:** Score more than 34848 in the main game.

**Proof:** A picture of the final score screen at the end of the game.

**Helpful Tips:** The tips in issue 16 and the Double Game Guide + on the front of this issue should prove very handy.



# the rules

- You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.
- You can enter for whichever challenges you like – it is entirely up to you.
- You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.
- Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate your position.
- Bronze, Silver and Gold leagues will be published in each future edition of N64 Magazine.
- If you'd like your tapes or photographs back, please include a stamped, addressed envelope.

## HOW TO... prove your achievements

### Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

### Taking videos

- Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
- Connect the 'Signal Out' plug on your video to your TV and turn both on.
- Switch your TV to the video channel and switch on your N64 with a game plugged into it.
- Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
- Achieve your challenge and get to the appropriate result screen.
- Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
- Repeat steps 5 and 6 according to the number of challenges you're attempting.
- Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.



Hello there,  
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league.  
I include proof of my achievements in:

A	Super Mario 64	F	Mario Kart 64
B	Diddy Kong Racing	G	Pilotwings 64
C	Lylat Wars	H	Turok: Dinosaur Hunter
D	GoldenEye 007	I	Blast Corps
E	ISS64	J	Wave Race 64
		K	Yoshi's Story

Please send my badge and certificate to:

Name

Address

Use a photocopy of this form if you'd rather not cut your copy of N64 Magazine.



# He's ready.

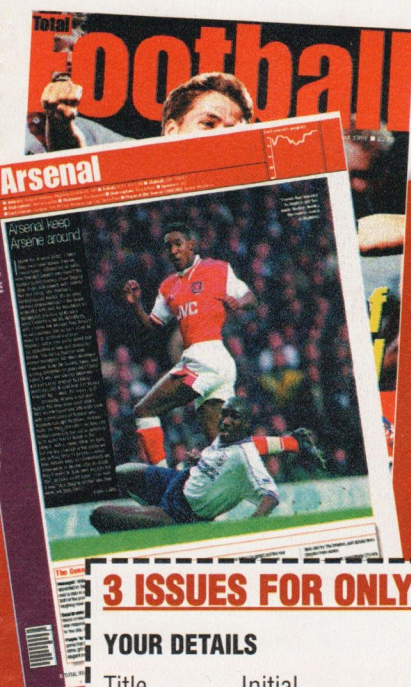


## Are you?

*Total Football* kicks off the season talking exclusively to **Peter Schmeichel**, **Frank Leboeuf**, **Jason McAteer**, **Lee Sharpe**, **Dave Bassett**, **Joe Kinnear** and more...

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# I'M THE BEST

Think you are? But are you really? You see, the only way you'll really know is if your name appears at the top of our tables.

**I**'m the Best is just gonna get bigger and bigger. We're sure you can't wait to get your hands on Rare's latest smash, *Banjo-Kazooie* and we'll be stting some tough challenges for you to tackle. We're also going to be introducing a *GoldenEye* league. We were always worried about people cheating before – there're people out there with no morals – but we reckon we've worked out a way round that. Get practising for next month then...

## NEW HIGH SCORE!

Back in issue 16 we asked you to have a go at beating 4000 points on level 1-1 of the superb *Yoshi's Story*.

Now, we expected some scores to near 5000, but we didn't expect any to surpass 6000! James Walton of Richmond, North Yorks sent us photographic proof of his amazing effort – a whopping 6011 points! Well done James. A classy MakoPad from Interact (01204 700139) is on its way to you.

Next, we want to see just how quickly you've mastered *Banjo-Kazooie*. The fastest time for completing Mumbo's Mountain will win – but that means collecting all 10 bits of jigsaw puzzle, both bits of honeycomb and all 100 notes. And that's no small task. Somehow though, we know you can do it.



**WIN A CONTROLLER!**



### THIS MONTH'S CHALLENGE

The fastest time for completing the first level of *B-K*

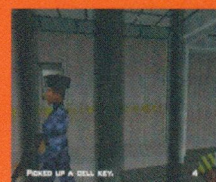
## Cheats!

Quite a few of you have contacted us about the super-fast *Snowboard Kids* times sent in by the Giamarelos brothers and, more recently, Alan Pierce. Unfortunately, we have to confess that we've been conned. The times that we thought were worthy of praise and recognition, were actually times achieved in the Speed Game on *Snowboard Kids* and not the Time Trial. We can only apologise to readers who sent in genuine times and hope that the Giamarelos brothers and Alan Pierce are suitably shamed. From now on we'll allow everyone a fair chance – send in your Speed Game times for the first three levels and let's see the cheats knocked off the top!

## NEW CHALLENGE!

### I'm the best GoldenEye challenge:

Send in your fastest 00 Agent times for the Caverns, Bunker 2, and Control levels. No cheats allowed!



## SUPER MARIO 64

(PAL)

### Foot Race With Koopa the Quick

1	0'00"0	Confirmed	R. Gallagher, Southampton
2	0'00"0	Confirmed	Jonathan Francey, N. Ireland
3	0'00"0	Confirmed	Barry Gannon, Caithness
4	0'00"6	Confirmed	Danny Dunn, Lincolnshire
5	0'01"0	Confirmed	Michael Gapper, Bristol
6	0'01"2	Confirmed	A. Elneihum, Drumcondra
7	0'02"3	Confirmed	Simran Bedi, Southall
8	0'05"7	Confirmed	Andrew Mills, Londonderry
9	0'08"3	Confirmed	John McCormick, Fife
10	0'12"3	Confirmed	Owain Brimfield, Peel

### Peach Slide

1	0'12"7	Confirmed	Stelios Giamarelos, Greece
2	0'12"9	Confirmed	Dave Bloemer, Holland
3	0'13"0	Confirmed	Trev Henderson, Harrogate
4	0'13"0	Confirmed	Marc Bennett, Newcastle
5	0'13"0	Confirmed	Danny Dunn, Lincolnshire
6	0'13"1	Confirmed	Andrew Mills, Londonderry
7	0'13"1	Confirmed	Zahir Ishani, Surrey
8	0'13"2	Confirmed	Micke Laakso, Finland
9	0'13"2	Confirmed	Dave Parsons
10	0'13"2	Confirmed	Calum O' Hanlon, London

(AMERICAN/JAPANESE)

### Foot Race With Koopa the Quick

1	0'00"0	Confirmed	Mark Green, Gloucester
2	0'17"4	Confirmed	G. Eagleton, Huddersfield
3	0'17"6	Confirmed	GK, Darlington
4	0'18"3	Confirmed	P. Dimba, Tonbridge
5	0'19"7	Confirmed	Nigel Butterfield, Manchester

### Peach Slide

1	0'13"2	Confirmed	Mark Green, Gloucester
2	0'13"2	Confirmed	James Adams, Bury
3	0'13"3	Confirmed	P. Dimba, Tonbridge
4	0'16"0	Confirmed	Ciaran Haren, Belfast
5	0'17"0	Confirmed	Jeremy Lock, Poole

## WAVE RACE 64

(PAL)

### Sunny Beach

1	1'10"103	Confirmed	Stuart Richards, Surrey
2	1'10"297	Confirmed	Steven Astley, Wigan
3	1'11"021	Confirmed	Nicholas Dyer, Surrey
4	1'14"753	Confirmed	Thomas McAlinden, Lurgan
5	1'14"830	Confirmed	Tatu Luostarinen, Finland

### Stunt Mode, Dolphin Park (Any version)

1	66441	Confirmed	Yvo van der Smoek, Holland
2	41630	Confirmed	Orestis Giamarelos, Greece
3	41623	Confirmed	Steven Astley, Wigan
4	41270	Confirmed	Patrick Laakso, Sweden
5	41132	Confirmed	Norman Obaseki, Leeds

### Glacier Coast – Time Trial

1	1'34"044	Confirmed	Stuart Richards, Surrey
2	1'35"018	Confirmed	Yvo van der Smoek, Holland
3	1'36"825	Confirmed	Orestis Giamarelos, Greece
4	1'36"883	Confirmed	Stelios Giamarelos, Greece
5	1'38"619	Confirmed	Anssi Ahonen, Finland

### Glacier Coast – Stunt Mode

1	65951	Confirmed	Yvo van der Smoek, Holland
2	62199	Confirmed	Aaron Carroll, W. Yorks
3	61767	Confirmed	Norman Obeseki, Leeds
4	60120	Confirmed	Steven Zwartjes, Holland
5	55680	Confirmed	Orestis Giamarelos, Greece

(AMERICAN/JAPANESE)

### Sunny Beach – Time Trial

1	1'02"694	Confirmed	Chris Murphy, Manchester
2	1'03"755	Confirmed	William Lam, Bristol
3	1'04"726	Confirmed	Dilpesh Varsani, London
4	1'05"478	Confirmed	GK, Darlington
5	1'05"68	Confirmed	Bruce Robertson, Perth



# MARIO KART 64

(PAL)

Luigi Circuit			
1	1'33"67	Confirmed	Graham Francis, Cronleigh
2	1'36"46	Confirmed	Stelios Giamarelos, Greece
3	1'36"86	Confirmed	Orestis Giamarelos, Greece
4	1'39"64	Confirmed	Richard Dunn, Lincolnshire
5	1'39"84	Confirmed	Brett Slader, Australia
Royal Raceway			
1	2'06"28	Confirmed	Stelios Giamarelos, Greece
2	2'08"03	Confirmed	Orestis Giamarelos, Greece
3	2'08"14	Confirmed	Steven Zwartjes, Holland
4	2'08"62	Confirmed	Martin Conroy, Leeds
5	2'08"76	Confirmed	Rob Pierce, Salisbury
Koopa Troopa Beach			
1	1'30"89	Confirmed	Sam York, Bristol
2	1'37"01	Confirmed	Thomas Foster, Derby
3	1'38"31	Confirmed	Steve Ridley, Ramsgate
4	1'38"86	Confirmed	Stelios Giamarelos, Greece
5	1'38"94	Confirmed	Orestis Giamarelos, Greece

Frappe Snowland			
1	00'22"43	Confirmed	Jon Willetts, Cheshire
2	00'23"98	Confirmed	Tim Wiles, Cardiff
3	00'27"45	Confirmed	Alan Pierce, Salisbury
4	00'27"72	Confirmed	Rob Pierce, Salisbury
5	00'29"10	Confirmed	Michael Cunningham, Australia
Bowser's Castle			
1	2'16"88	Confirmed	Martin Conroy, Leeds
2	2'17"11	Confirmed	Stelios Giamarelos, Greece
3	2'17"15	Confirmed	Orestis Giamarelos, Greece
4	2'17"71	Confirmed	Rob Pierce, Salisbury
5	2'18"62	Confirmed	Gary Peters, Devon
Banshee Boardwalk			
1	2'05"76	Confirmed	Stelios Giamarelos, Greece
2	2'05"95	Confirmed	Orestis Giamarelos, Greece
3	2'08"77	Confirmed	Rob Pierce, Salisbury
4	2'09"19	Confirmed	Gary Thomson, Bonnyrigg
5	2'09"30	Confirmed	Martin Conroy, Leeds

(AMERICAN/JAPANESE)

Luigi Circuit			
1	1'21"94	Confirmed	Arthur Van Dalen, Holland
2	1'27"66	Confirmed	George Papapetrou, London
3	1'31"30	Confirmed	Tatu Luostarinen, Finland
4	1'40"23	Confirmed	Marc Duport, Guernsey
5	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde
Mario Circuit			
1	0'54"01	Confirmed	Tatu Luostarinen, Finland
2	0'54"32	Confirmed	Andrew Mills, Londonderry
3	0'54"46	Confirmed	George Papapetrou, London
4	0'54"58	Confirmed	Marc Dupont, Guernsey
5	0'54"64	Confirmed	Steven Dyson, Poulton le Fylde
Royal Raceway			
1	1'46"68	Confirmed	Andrew Mills, Londonderry
2	1'48"28	Confirmed	George Papapetrou, London
3	1'48"73	Confirmed	Tatu Luostarinen, Finland
4	1'49"63	Confirmed	Steven Dyson, Poulton le Fylde
5	1'50"09	Confirmed	Arthur Van Dalen, Holland

## STARFOX

ON CORNERIA (ANY VERSION)

1	276	Confirmed	Phil Hughes, Widnes
2	275	Confirmed	Greg Ihnatenko, Cheshire
3	270	Confirmed	Jon Davies, Wallingford
4	265	Confirmed	Neil Friedman, Whitefield
5	261	Confirmed	Kenneth Small, Sunderland
6	252	Confirmed	Stuart Richards, Surrey
7	248	Confirmed	Max French, Dundee
8	247	Confirmed	Demunter Knemy, Belgium
9	247	Confirmed	Mark Green, Gloucester
10	245	Confirmed	Matthew Kagelidis, Greece
Total Hits			
1	2212	Confirmed	Robert Kloosterhuis, Holland
2	2212	Confirmed	Jon Davies, Wallingford
3	2120	Confirmed	Greg Ihnatenko, Cheshire
4	2054	Confirmed	Sam Doyle, Derbyshire
5	2091	Confirmed	Phil Hughes, Widnes
6	2000	Confirmed	Jan-Erik Spangberg, Sweden
7	1984	Confirmed	Stuart Richards, Surrey
8	1952	Confirmed	Aaron Norris, Australia
9	1933	Confirmed	Rob Pierce, Salisbury
10	1900	Confirmed	Demunter Knemy, Belgium

## DIDDY KONG RACING

(PAL)

Ancient Lake			
1	0'38"40	Confirmed	Beckie Haskins, Southsea
2	0'40"60	Confirmed	Stelios Giamarelos, Greece
3	0'40"85	Confirmed	Stuart Richards, Surrey
4	0'41"13	Confirmed	Orestis Giamarelos, Greece
5	0'42"03	Confirmed	Adam Charlton, Huntingdon
Fossil Canyon			
1	1'06"66	Confirmed	Adam Charlton, Huntingdon
2	1'07"11	Confirmed	Stelios Giamarelos, Greece
3	1'07"16	Confirmed	Stuart Richards, Surrey
4	1'08"33	Confirmed	Beckie Haskins, Southsea
5	1'08"54	Confirmed	Orestis Giamarelos, Greece
Hot Top Volcano			
1	1'00"81	Confirmed	Stelios Giamarelos, Greece
2	1'01"96	Confirmed	Beckie Haskins, Southsea
3	1'02"95	Confirmed	Orestis Giamarelos, Greece
4	1'15"93	Confirmed	Brett Slader, Australia
5	1'16"25	Confirmed	Remy Kamermans, Holland
Jungle Falls			
1	0'43"53	Confirmed	Stelios Giamarelos, Greece
2	0'43"65	Confirmed	Adam Charlton, Huntingdon
3	0'44"74	Confirmed	Orestis Giamarelos, Greece
4	0'45"66	Confirmed	Arthur Van Dalen, Holland
5	0'46"35	Confirmed	Ciaran McDermott, Ireland
Walrus Cove			
1	1'37"10	Confirmed	Ciaran McDermott, Ireland
2	1'38"15	Confirmed	Beckie Haskins, Southsea
3	1'38"53	Confirmed	Adam Charlton, Huntingdon
4	1'39"29	Confirmed	Stelios Giamarelos, Greece
5	1'40"50	Confirmed	Orestis Giamarelos, Greece
Crescent Island			
1	1'09"01	Confirmed	Stelios Giamarelos, Greece
2	1'10"57	Confirmed	Orestis Giamarelos, Greece
3	1'14"26	Confirmed	Ciaran McDermott, Ireland
4	1'15"56	Confirmed	Arthur Van Dalen, Holland
5	1'16"75	Confirmed	Beckie Haskins, Southsea
Windmill Plains			
1	1'33"67	Confirmed	Stelios Giamarelos, Greece
2	1'35"45	Confirmed	Adam Charlton, Huntingdon
3	1'35"61	Confirmed	Orestis Giamarelos, Greece
4	1'42"15	Confirmed	Ciaran McDermott, Ireland
5	1'45"46	Confirmed	Morten Tronstad, Norway
Darkmoon Caverns			
1	1'49"63	Confirmed	Beckie Haskins, Southsea
2	1'49"75	Confirmed	Adam Charlton, Huntingdon
3	1'50"70	Confirmed	Richard Dunn, Lincolnshire
4	1'52"21	Confirmed	Daniel Carlsson, Sweden
5	1'52"35	Confirmed	Jete Tannta, Finland





## SNOWBOARD KIDS

(PAL)

## Stunt Game

1	9999	Confirmed	Stelios Giamarelos, Greece
2	9040	Confirmed	Ed Higgins, Essex
3	7684	Confirmed	Matt Peck, East Sussex
4	7240	Confirmed	Olav Vassend, Norway
5	6944	Confirmed	T. Egerton-Jones, Liverpool
6	6572	Confirmed	Luke Porter, Belfast
7	6400	Confirmed	Rob Davies, Swansea
8	5520	Confirmed	Robert Gallagher, S'hampton
9	4852	Confirmed	Nader Kohbodi, N. Wales
10	4832	Confirmed	Tom Bridger, Surrey
11	4730	Confirmed	George Roberts, Middlesex
12	4682	Confirmed	Orestis Giamarelos, Greece
13	4680	Confirmed	P. Underwood, Middlesex
14	4568	Confirmed	Simon Shepherd, Sussex
15	4564	Confirmed	Adam Hayward, Cheshire

## Rookie Mountain

## SPEED GAME

1	00'26"46	Confirmed	Al Pierce, Salisbury
2	00'27"06	Confirmed	Orestis Giamarelos, Greece
3	00'28"50	Confirmed	Evan Conway, Glasgow
4	00'30"53	Confirmed	Graeme Robb, Scotland
5	00'30"60	Confirmed	Kevin Seeney, Suffolk

## Big Snowman

## SPEED GAME

1	01'38"33	Confirmed	Al Pierce, Salisbury
2	01'48"06	Confirmed	Evan Conway, Glasgow
3	01'58"26	Confirmed	Kevin Seeney, Suffolk
4	01'59"03	Confirmed	Joey Mayall, Wales
5	01'59"40	Confirmed	Greg Hibbert, Co. Durham

## Sunset Rock

## SPEED GAME

1	01'36"50	Confirmed	Orestis Giamarelos, Greece
2	01'36"90	Confirmed	Stelios Giamarelos, Greece
3	01'53"70	Confirmed	Kris McCabe, Walsall
4	01'56"13	Confirmed	Jon Black, Bristol
5	01'57"20	Confirmed	Robert Gallagher, S'hampton

## Night Highway

1	1'29"76	Confirmed	Al Pierce, Salisbury
2	1'30"36	Confirmed	Graeme Robb, Scotland
3	1'34"40	Confirmed	Nick Burton, Co. Durham
4	1'35"73	Confirmed	John Proctor, Southport
5	1'36"70	Confirmed	Robert Nicholson, York

## Grass Valley

1	1'43"36	Confirmed	Al Pierce, Salisbury
2	1'47"13	Confirmed	Robert Gallagher, S'hampton
3	1'47"60	Confirmed	Graeme Robb, Scotland

4	1'48"60	Confirmed	Robert Nicholson, York
5	1'49"33	Confirmed	Nick Burton, Darlington

## Dizzy Land

1	1'36"43	Confirmed	Al Pierce, Salisbury
2	1'37"06	Confirmed	Graeme Robb, Scotland
3	1'37"53	Confirmed	Robert Nicholson, York
4	1'38"30	Confirmed	Orestis Giamarelos, Greece
5	1'38"50	Confirmed	Stelios Giamarelos, Greece

## Quicksand

1	1'36"56	Confirmed	Graeme Robb, Scotland
2	1'43"83	Confirmed	Robert Gallagher, S'hampton
3	1'46"03	Confirmed	Jon Black, Bristol

## Silver Mountain

1	1'45"40	Confirmed	Kevin Seeney, Suffolk
2	1'46"40	Confirmed	Orestis Giamarelos, Greece
3	1'46"63	Confirmed	Jan-Erik Spangberg, Sweden
4	1'46"76	Confirmed	Stelios Giamarelos, Greece
5	1'46"90	Confirmed	Graeme Robb, Scotland

## Ninja Land

1	00'23"96	Confirmed	Kevin Seeney, Suffolk
2	00'24"30	Confirmed	Al Pierce, Salisbury
3	00'24"40	Confirmed	John Proctor, Southport
4	00'24"46	Confirmed	Robert Gallagher, S'hampton
5	00'24"60	Confirmed	Graeme Robb, Scotland

## TOP GEAR RALLY

(PAL) NO SECRET CARS

## Coastline

1	3'18"30	Confirmed	Martin Conroy, Leeds
2	3'20"82	Confirmed	Paul Simcox, Peterborough
3	3'21"90	Confirmed	Simon Madsen, Denmark
4	3'24"18	Confirmed	David Money, Nuneaton
5	3'26"10	Confirmed	N. Cade-Westcombe, M. Keynes
6	3'30"78	Confirmed	James Walton, Richmond
7	3'38"70	Confirmed	Reuben Crew, Anglesey
8	3'38"94	Confirmed	Danny Rigby, Colwyn Bay
9	3'40"70	Confirmed	Jan-Erik Spangberg, Sweden
10	3'41"02	Confirmed	David Rigby, Colwyn Bay
11	3'41"58	Confirmed	Jimmi Aarela, Finland
12	3'48"93	Confirmed	Philipp Sokolean, Switzerland
13	3'49"06	Confirmed	Christopher Dunn, Boston
14	3'50"10	Confirmed	Richard Dunn, Lincolnshire

## Strip Mine

1	2'56"19	Confirmed	Simon Madsen, Denmark
2	2'56"43	Confirmed	Martin Conroy, Leeds
3	2'59"43	Confirmed	Jan-Erik Spangberg, Sweden
4	3'01"19	Confirmed	Colin Shields, Co. Down
5	3'02"02	Confirmed	Philipp Sokolean, Switzerland
6	3'02"03	Confirmed	John McSweeney, Dublin
7	3'04"69	Confirmed	Tamar Al-Sheik

## YOSHI'S STORY

(PAL)

## 1-1

1	6011	Confirmed	James Walton, Richmond
2	5904	Confirmed	Gabrielle Murphy, Dublin
3	5786	Confirmed	Richard Davies, Rotherham
4	5704	Confirmed	Amanda Ward, Manchester
5	5649	Confirmed	Kris McCabe, Walsall
6	5423	Confirmed	Bob Campbell, York

## 1-2

1	6016	Confirmed	Bonny Qvistoff, Denmark
2	5704	Confirmed	Alison Lennox, Argyll

## 2-1

1	6107	Confirmed	Bonny Qvistoff, Denmark
1	5557	Confirmed	Kris McCabe, Walsall

## 3-2

1	5891	Confirmed	Bonny Qvistoff, Denmark
---	------	-----------	-------------------------

## 4-1

1	5831	Confirmed	Bonny Qvistoff, Denmark
---	------	-----------	-------------------------

## 5-3

1	5883	Confirmed	Bonny Qvistoff, Denmark
---	------	-----------	-------------------------

## 6-4

1	5732	Confirmed	Bonny Qvistoff, Denmark
---	------	-----------	-------------------------

## Total Score

1	36149	Confirmed	Gabrielle Murphy, Dublin
1	35460	Confirmed	Bonny Qvistoff, Denmark

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If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post - it'll be there in the next one.

N64



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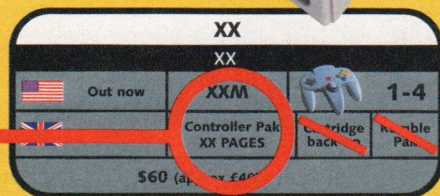


## "A suggestion"

I have a suggestion for your magazine. If I buy a game that uses a Controller Pak, I want to know how many pages of memory that game requires for one save. I'd also like to know what the game uses the Pak for. Why don't you add this information to your info boxes at the start of your reviews?

Simon Gower, Combwich

An excellent idea. You'll notice we've started to do this from this issue onwards. Ed



## Correction corner

Okay, okay. So we can't all be perfect...

In **N64** Magazine issue 10, page 47, you accidentally awarded *Diddy Kong Racing* a 90% score. The number that you were thinking of was nearer 62%. I'm glad that I was able to point this out and that we can all now sleep soundly in our beds.

Mike Ridley, Belfast

Oh my sides. Ed

What the hell happened to the 'How do games get made' feature at the back of issue 18? The characters in *Mission: Impossible* on page 26 look like goblins and the rest of the colours on the page look a bit suspect too!

Bruce Carolges, Twickenham

*Goblins crept into the print works and hi-jacked that page. No honestly. Ed*

What's with the picture in the margin on page 56 of issue 18? It's rubbish.

Harriet Blair, Essex

Ah well, that was, erm, oh, you know. Sorry. We forgot to make it the right size for its box. Ed

In issue 17 on page 51 you implied that Aqua were Dutch. As every pop picker knows, Aqua are actually Danish.

William Prescott, Swindon

Jes quickly made us aware of this, but thanks anyway. Ed

**U**mmm. Seems that some of you are a little unhappy this month. Let's see if we can clear things up a bit.

Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW Fax: 01225 732275, e-mail: n64@futurenet.co.uk

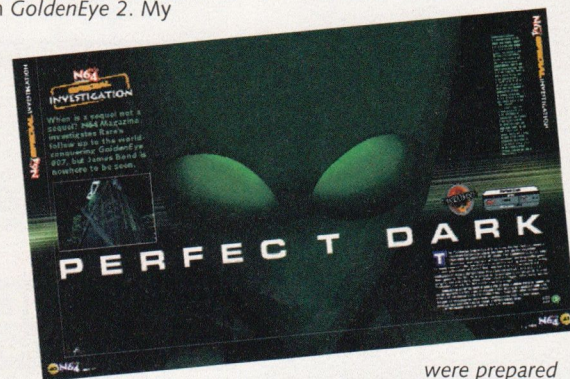
Each month, the **N64** Star Letter wins a super Gamester LX4 Steering Wheel with Rumble Effect (LMP 0800 0813061). All other letters printed win a prized N64 badge!



## "Very annoyed"

I am very annoyed with you because of your article on *GoldenEye 2*. My favourite ever game is *GoldenEye*, so when I saw your front cover I was very excited. However when I opened the magazine, all I got was four pages of a game which has nothing to do with *GoldenEye* except that it's made by the same company. I want an explanation.

Martin Lord, Horseheath



fantastic. We managed to get some all-new shots of the game as well as all the information Rare

were prepared to divulge. We felt the best way to get over the fact that *Perfect Dark* was the game it is, was to label it as *GoldenEye 2* on the cover. We're sorry if you were confused. Ed

## "Still advertised"

I bought issue 17 on the understanding that there was "a full report and pictures inside" on *GoldenEye 2*. However, I was really disappointed to find another game featured instead.

I don't think it was fair to do this. I can understand from your write up in the magazine why you couldn't show pictures and write a full report, but I don't understand why you still advertised *GoldenEye 2* on the front cover.

Nicky Bishop, Essex

We're really sorry if issue 17's cover confused anyone. The situation with *Perfect Dark* is that it is - in all but name - the sequel to *GoldenEye*. It's programmed by exactly the same team at Rare, using the same (albeit improved) graphics engine, and will play in exactly the same sort of way. The only thing it won't have is a James Bond licence.

When we first found out about *Perfect Dark*, we knew it was the news all N64 fans would want to hear - that the 'Bond Engine' game was in the works and looking

## "Banana slamma"

In issue 17 you asked what the computer animated series of *Donkey Kong* was like. Well it's fantastic! It includes all the characters: Donkey, Diddy, Cranky, Funky, Candy, Dixie and loads of others. The storylines are good, there are two songs per episode and the intro theme goes like this: 'Ooh, ah, Donkey Kong! Hey, oh look out, time to blow, here he comes, banana slamma, Congo, Bongo's hero.'

Christopher Mason, Devon

Thanks. It's on Fox Kid's Network for anyone who missed issue 17. We're trying to persuade Tim to extend his satellite access. Ed

## "Think about it"

I was playing the amazing *GoldenEye* the other day when I had a great idea. Why buy *Diddy Kong Racing* if you have *GoldenEye*? All you need to do is get on your knees in the multiplayer mode and race through a level with a chosen route to a chosen destination. You could fire rockets or



guns as weapons. Think about it. It'd be just as good.

Alex Colling, Burnopfield

We've thought about it, we've actually tried it, and, well, we have to say we definitely prefer Diddy Kong Racing. Ed

## "So degrading"

I was reading in issue 15 of your magazine that somebody could finish 'Foot Race with Koopa the Quick' in two seconds. This is absolutely impossible. Have you tried it? You start and practically straight away you say to yourself "That person's finished now." It's so degrading.

Thomas Vincett, Weston-super-Mare

Ah well. If you look back to the Readers' Tips page in issue 5, you'll find this little gem concerning the Foot Race.

"If you jump out of the surrounding area of Koopa, where you land is the position you'll start the race from. If you then go and get the winged cap and pull off a triple jump with the third jump in Koopa's surrounding area, you'll take to the skies. If you fly straight into the cannon behind you, fire up to the cannon on the flying island, and then fly to the flagged pole and slide down it, you should find yourself with the time of 0'00"00.

"You may find that Koopa keeps stopping you as you try to jump away but eventually you should get the hang of it."

Strangely, no one seemed to use this technique for I'm the Best, but now the cat's out of the bag, I suppose we'll have to remove it. Ed

## 'Strange thing'

Do you know this man? I was playing GoldenEye with my pal the other day when a strange thing caught my eye. I was in my usual sniping position,



which is just upstairs from the main control room, when I leaned out to shoot at my opponent. He was at the other end of the corridor, where the black and yellow stripy wall is, and he seemed to blend into the background like T1000 did in Terminator 2.

James Billing

A very strange thing. It doesn't happen with our copy, either. Ed

## "Became loose"

I am a real N64 fan and usually play on my machine for at least 25 hours a week. However, after a couple of months of play my analogue pad became loose and decided to go left or right fractionally by itself. Has anyone else experienced similar problems?

Davey Hadson, Peterborough

If your pad starts to play up within a year of buying it, you can return it to Nintendo for repair or replacement. Call the UK service centre on 01703 623200 for details.

# Fact box

Your frequently-asked questions answered in a once-a-month burst of frequency. This time – the difference between European, American and Japanese games, and the difference between PAL and NTSC television systems.

**Q.** So why don't American and Japanese games work on UK N64s?

**A.** Two reasons. Firstly, Japan and America use a different television system (NTSC) to the UK's PAL standard. This means that games have to be programmed slightly differently. Secondly, Nintendo include a variety of security devices to prevent games from one territory working in another.

**Q.** Okay then, so what about the different TV systems?

**A.** The NTSC system builds its picture from 525 lines of pixels (the little squares on your TV screen) updated 60 times a second (60 Hertz). The PAL system uses 625 lines updating at 50 times a second (50 Hertz).

**Q.** Which means?

**A.** In effect, the PAL system is capable of displaying a far better picture than NTSC because it uses more lines of pixels to make up its picture. However as a lot of games originate in America and Japan, they tend to be programmed with 525 line NTSC output in mind. To work on a PAL TV, these games have to be converted. This is one of the reasons why NTSC carts won't work in UK N64s.

**Q.** How does the conversion process work?

**A.** In the bad old days, game companies allowed for the extra lines in the PAL TV by whacking large black

boarders at the top and bottom of the screen. Unfortunately this also meant that the games in question ran at the wrong speed – about 15% slower – because of the 60 Hertz/50 Hertz difference between the two TV systems.

**Q.** But that's better now?

**A.** Yes. Since *Lylat Wars*, all Nintendo games have been converted properly, giving European gamers full screen/full speed games.

**Q.** That explains the technical problems, but why do Nintendo include their own security to prevent games crossing national frontiers?

**A.** For business reasons, largely. The barrier that prevents Japanese games playing on American N64s is a physical one – the cartridges simply don't fit in the slot. This can be overcome by cutting out the US-specific tabs around the cartridge hole.

The software security built into NTSC carts to prevent them playing through convertor cartridges like the ones from *Visions* or *Blaze*, is largely a protection against piracy. However, it's also to ensure Nintendo remain in control of the games market, and that third party importers can't unofficially launch a game in Europe before Nintendo are ready with their marketing drive and advertising.

**Next Month!**

All you need to know about playing imported N64 games.

# DREAM ON

And one day those dreams might come true...

## Armada 64

Imagine earth 2102 AD. The planet has been polluted beyond its capability to support life. No trees, no sunlight.

Imagine a massive armada of space ships. Warships, transport ships, manufacturing ships and farming ships all looking for a new home. Imagine you are in control of the fleet and that it's your responsibility to relocate the World's population onto a new planet.

This game would not be character based, but more like a *Command and Conquer*-style strategy game. You'd have to defend your new planet and at the same time organise its colonisation. The best thing about it would be that you could control every ship from its flight deck, taking a warship into battle, for instance.

Because of its size and complexity, Armada would have to come on a DD disk.

Luke Sargeant

Hmm, this sounds like a lot of PC-style strategy games to us. The hardest thing with this type of thing is to get the balance between action and simulation right. If it's too complicated, the game just becomes a nightmare to play. Too much action on the other hand, and you lose a lot of the appeal of managing a big invasion force. The N64 needs a good strategy game, though, even if it never will get an N64 mouse. Ed

## Yoshi's Safari 64

This would be a re-make of the SNES classic, except the difficulty settings would actually involve different adventures, rather than just the same one toughened up.

As in the original, the idea would be to shoot whatever popped up on the screen

with a specialist N64 light gun. The game would be like a cross between *Mario 64* (i.e. proper 3D worlds) and *Turok* (loads of blood). The levels would be very long with loads of secrets to find to encourage you to go back and play them again. There would be a Time Trial mode as well.

Different weapons could be the Fire Flower, Hammers, Eggs, Big Eggs and Smart Bombs. Mushrooms would make Yoshi bigger and allow him to flatten enemies by walking on them.

Martyn de Weert, Runcorn

We do want an N64 light gun game (and it looks as if Kemco's *Knife Edge* might be the first (see page 10 for details) and the original *Yoshi's Safari* was okay in short bursts. The biggest problem with setting it in 3D is controlling your direction and the light gun at the same time. In one hand you'd need a controller to control your character's movement through a level, and in the other you'd need to aim and hold a light gun.

Up until now all light gun games have cheated and had your route through the level guided automatically, as if your character was on mysterious rails. The first developer to give complete freedom of movement and light gun capability will have a sure-fire hit on their hands.

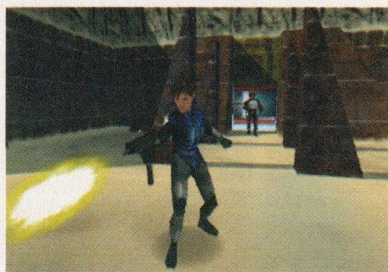




If your analogue starts to cause problems after this 12 month period, there's not much you can do except buy a new one. The stick is by far the most precise bit of equipment ever to appear for a games console and it's also the most fragile part of the joypad. Games that require you to thrash it about (usually beat-'em-ups) should really be played using the D-pad where possible. **Ed**

## "Most stupid"

Last week my mum did the most stupid thing ever. I bought a Nintendo 64 and I decided I didn't need my SNES anymore. I put an advert in the 'Buy and Sell' section of my local paper. One night a person phoned asking about my console. My mum said it was at our house and that he could come and collect it if he wanted. When he came round, though, my mum gave him my N64 complete with ISS64 and Wave



Race. At the moment, I'm still without an N64. I just hope no other parent is as stupid as mine.

**Dave Ridpath, St. Ives**

Have you thought about having yourself adopted? **Ed**

## "Gets suspicious"

I have some suggestions for the new GoldenEye game (Perfect Dark). When you shoot at lamps, the lights should go out and then you'd be able to use a flashlight. It would also be good if you could hear the footsteps of approaching guards, or they could hear yours. And what about a weapon with a red laser targeting sight? The game should also try and include some speech. **Andy Weytens, Belgium**

There is a light in one of GoldenEye's levels that

actually darkens the surrounding area when you shoot it out. Can anyone remember where it is? Or are we just imagining things again? **Ed**

## "Cleanse"

To add to the letter from the guy who wanted to see some new celebrations in ISS64, wouldn't it be good if they took a leaf out of Hoddle's book and had a faith healer come on when a

player is injured? You could also have an option to cleanse your team's aura before a big match.

**Sharon, by E-mail**

There could also be a special realism option invoked when anyone chooses to play as England. The game's referee would immediately become partially-sighted and/or bribed and the opposing players would take theatrical dives at the slightest provocation. **Ed**

## "No regrets"

I buy your magazine every month and I have done since issue 8. However, I feel strongly about the low rating (79%) given to Quake 64. GoldenEye, Turok and Duke Nukem are all similar games but all got higher scores. Why? Quake is a superb game with good graphics, sound and top gameplay. I have absolutely no regrets about buying it.

**Mike Bowden, Stockport**

N64 Magazine's marking system is the most stringent of any N64 magazine in the world. As it says on the introduction to our review section, any game scoring over 70% is good fun and well worth adding to your collection. At a 79% rating, we should hope you don't have any regrets about buying Quake. 79% is a good recommendation from us.

However, Nintendo games have always been about being a cut above the vast majority of games out there. Super Mario 64, GoldenEye and Banjo-Kazooie are not just brilliant games, but brilliant games with a little bit extra; games that could only

happen on the N64. Quake's best days have been on the PC, and in comparison the N64 version looks a tiny bit under par, especially as it can only manage a two-player deathmatch mode.

Duke Nukem got a higher score than Quake because of its four-player deathmatch mode and the fact that in single player, it's just a more interesting game. Turok was one of the very first N64 games (and still manages some fantastic monsters) and GoldenEye is just a cut above the lot. **Ed**

## "3-5-2"

Suffering from World Cup fever I decided to pick my Nintendo XI:

Gex			
Donkey Kong	Bowser	Banjo	
Koopa		Fox McCloud	
Goemon	Turok	Ryuji	
Mario	Luigi		

Like Glen Hoddle, I prefer the 3-5-2 formation. The agile Gex in goal, a strong back three, Koopa the Quick and Fox McCloud providing speed down the wings, a combative midfield trio and a tried-and-tested partnership up front. A team to lift the cup, I'm sure you'll agree.

**Ian Hutchinson, Hull**

It's a strong midfield certainly, but who's going to provide the spark of creativity to link to the front two. Turok has to be a certainty – covering the back three with, probably, a very large gun – but we'd replace Ryuji with James Bond for a more suave and stylish midfield. **Ed**

## BONUS LETTERS

Don't you dare put 'Dodgy Titles' above this letter if you have the courage to print it.

**Tom Riley, Kent**

Okay then. **Ed**

Banjo-Kazooie looks like a baby's game to me. You'd expect a bear like that to be called Kissyfur or Snuggles.

**Jamie Campbell, Kesgrave**

Just shows that looks can be deceptive, no? **Ed**

My first thought was "Perfect Dark? Sounds a bit cheesy". After reading the article though, the plot and ideas sound great, and the screenshots – wow!

**David Styles, London**

We just knew you'd be impressed. The release date just can't come soon enough. **Ed**

Are there any GoldenEye tournaments in Britain in which single players or teams can enter? If not, why not?

**Christian Marwick, Orkney**

It's an excellent idea. All it would take is someone to organise it all... **Ed**

## So tell me this

1. When will ISS '98 be coming out?
2. Will the 'Create Team Player' function from ISS64 be compatible with ISS '98?
3. Have you got any cheats for Forsaken? I'm stuck.
4. I've got GoldenEye, but I want another shoot-'em-up. Should I get one that's already out or should I wait for Rare's new game or Mission: Impossible?

**Jonathan Munns, Stubbington**

1. In the middle of September. Definitely.
2. Probably not, unfortunately. It wasn't on our preview cart.
3. We printed some cheats in issue 18 and we did a detailed guide in issue 17. There's also a level select in this month's Tips Extra.
4. Duke Nukem 64 would be

a pretty good bet in the short term. Mission isn't really a shooter (see the review this issue) and Perfect Dark is still quite a long way off.

1. Will WCW vs NWO Revenge have a ref which you can beat up?
2. Will the game include a walkway where the wrestlers can meet their fans before the match?

**Benn Wood, West Sussex**

1. That feature's not been included, yet. It would be a nice idea, though.
2. No. Although, again, it's a good idea.

1. Do Acclaim still have the 'Alien' licence? I'd love to see a game like Alien Trilogy on the N64.

**Alan Monaghan, N. Ireland**

1. Alien Resurrection is currently in the works for the PlayStation, developed by Fox Interactive. It's Fox who actually own the rights to the film and as they've started publishing games in their own right now, it's unlikely Acclaim will be involved again. Fox are developing for the N64 (College Hoops Basketball), but they haven't confirmed any other titles.

1. Can you create your own teams and players in World Cup '98?
2. Does the Game Booster for the N64 change any of the graphics on the Game Boy game it's playing?
3. Are Buck Bumble and Tonic Trouble worth buying when they're released?

1. Nope.

2. Yes, it adds a certain amount of colour to the graphics. Nothing on the scale of the colour Game Boy, though.
3. They both look like good games. We'll have to wait until we receive finished copies before we can make our final judgement, though.

1. Is there going to be another Doom game on the N64, and if so will it feature polygon based baddies.

2. What has happened to all the ex-Super Play writers like Alison Harper, Ollie Alderton etc?

**Michael Shields, N. Ireland**

1. No more Doom on the N64. The first instalment sold poorly and the whole Doom thing is knocking on a bit now.
2. You can catch up with



# INVENTION CORNER

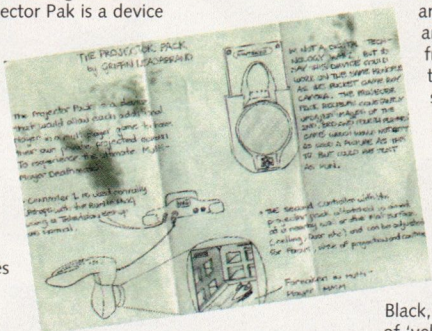
Far too clever for your own good?

## Projector Pak

With a name like Griffin Laedabrand, you'd almost expect a top class white-coated boffin-style invention. Which is exactly what the impressively named Australian has come up with. The Projector Pak is the hi-tech product of his swollen brain and it works something like this.

"The Projector Pak is a device

that allows each individual player their own private projected screen to experience the ultimate in deathmatch experiences. Player one uses the TV as normal and players two to



four use a

Projector Pak each. The Pak separates out the quarter of the screen that's relevant to their character and projects it from the Pak against the nearest wall. This way, each player gets their own screen without the need for four televisions."

We have to wonder about the battery wear on a projection unit (and whether the technology really exists to split up a TV signal in this way), but the Projector Pak is certainly a cunning way of getting around the multiple television problem. It also sounds somewhat safer than the invention claimed last month by Daniel Taylor.

## Sumo Controller

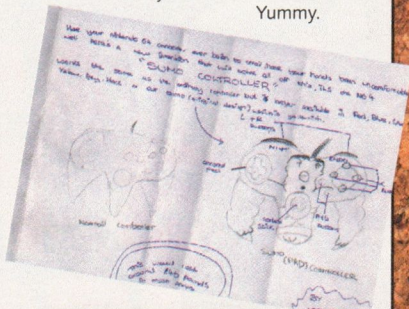
Lost under James's desk for a while but now definitely back with a vengeance, comes the sweaty girth of the Sumo Controller, the product of Nader Kohbodi's brain (which is the size of a large watermelon, in case anyone's interested).

Not a gadget to enhance the gameplay of 64 Ozumo as we first

assumed, the Sumo Controller is actually designed for those of us in the world blessed with larger than average hands. "If you're finding the official N64 controller uncomfortably small, the Sumo Controller is for you" says Nader. "It works in exactly the same way as the official

version, but its handles are bigger and chunkier and – as you can see from my diagram – there's the face of a sumo wrestler moulded into the top."

Nadah is hoping for a price point similar to the official controller, and that his invention will be available in Red, Green, Blue, Yellow, Black, Grey as well as a sort of 'yellowish' flesh tone. Yummy.



Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any we print net N64 Magazine badges for their creators.

Alison on Needlework magazine (a fine read). Ollie works on Future's cycling titles, Tony Mott is editor of a little-known games magazine (Edge I think it's called – Wil), Jonathan's with the BBC, Zy's joined Bullfrog (along with James Leach) and Matt Bielby (original Ed in chief) is about to bring the world an all-new games magazine for style conscious train travellers. We couldn't get rid of Wil.

1. Is there a shortcut on every circuit in Mario Kart 64?
2. What's Turok 2's multiplayer mode like?
3. Will there be a multiplayer league in Wipeout 64?
4. Will there be a multiplayer mission option in Perfect Dark?

## 5. Will you be able to use Perfect Dark's hoverbike in the multiplayer levels? Jamie Hart, Stockport

1. Not quite. There aren't (as far as we're aware) shortcuts for: Moo Moo Farm, Toad's Turnpike, Sherbet Island, Bowser's Castle or Banshee Boardwalk (going left of the pillar hardly counts, no?). 11 out of the 16 tracks do have shortcuts, though, which is pretty good going, really.
2. Iguana US haven't shown anything of the multiplayer game, yet. Not even at E3. There was nothing to see on the first proper playable copy of the game that we saw this month, either. As soon as we know anything, we'll let you know.
3. Almost certainly. Look

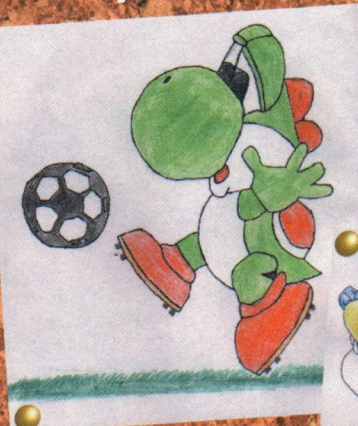
out for the next issue of N64 when we uncover everything there is to know about Wipeout. 4 & 5. There's a long way still to go with the game and it's really far too early to say. We spoke to Rare and they said they were unwilling to confirm anything in case they discovered later on that it didn't quite work.

## 1. Are there any football management games coming out for the N64? Richard McMahon, Liverpool

1. There are none in the pipeline, unfortunately. They're the kind of game that can appear on more or less any platform once they've been programmed, so there is hope for the future, though.

# The N64 MAGAZINE BOARD

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△ James lost the details! Phone in and we'll send you a badge



△ A really impressive character montage sent in by Adam Charlton who's only 13!

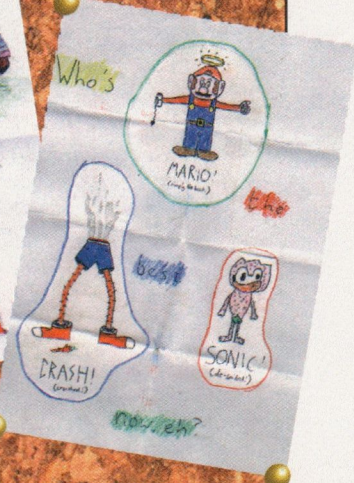
△ Thanks to Laurie Eggleston from Kent.

Well done Anthony Woods from Wolverhampton.

△ A Super Happy picture sent in by Amanda Boon from Oxford.



△ The cat from Rat Attack sent in by Simon Gumble from Herts.





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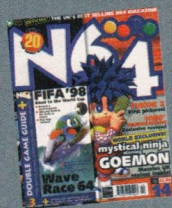


## ISSUE 13

### The First Birthday Edition

The N64 celebrated its first birthday and N64 Magazine was there to pull the party poppers. Discover which game team members voted as their favourite, vote for your top game and take part in a

competition to find the best GoldenEye players in the country. ● Issue 13's Double Game Guide + concentrated on *Lylat Wars* and *Mario Kart 64*.

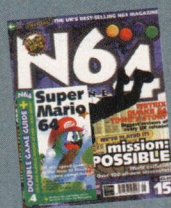


## ISSUE 14

### The Goemon Edition

N64 Magazine had the exclusive on the N64's first English RPG and we went all wintry with reviews of *Snowboard Kids* and *1080°*. We also had a cracking *Fighters Destiny* guide and

plenty of tips on hammering level 5 in *ISS64*. ● The Double Game Guide + showed you how to conquer *FIFA '98* and *Wave Race 64*.



## ISSUE 15

### The Mission Edition

We were the first magazine in the world to play it and in this issue we tell you exactly what we found. Plus huge reviews of *Quake 64*, *Yoshi's Story* and *Wetrix* and over 20

pages of tips on *Snowboard Kids*, *Mystical Ninja*, *GoldenEye* and other top games. ● Issue 15's Double Game Guide + held all the secrets to *Super Mario 64*.

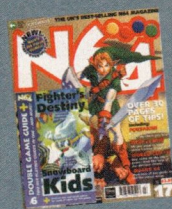


## ISSUE 16

### The Gex Edition

We take a look at *Gex: Enter the Gecko* and all the other adventure games due to make an appearance on the N64. There're reviews of *World Cup '98*, *Forsaken* and *Rampage* plus tips for *Yoshi's*

*Story*, *Mystical Ninja* and *Quake*. ● Issue 16's Double Game Guide + tipped *Blast Corps* and *Turok: Dinosaur Hunter*.

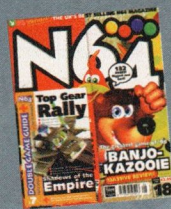


## ISSUE 17

### The E3 Edition

Tim trawled through the huge E3 games show in Atlanta and came home with a suitcase stuffed full of hot information. We managed to cram it all into this biggest ever issue and even left some room for

guides on *Forsaken*, *WCW, World Cup '98* and *Quake*. ● The Double Game Guide + tipped *Fighters Destiny* and *Snowboard Kids*.



## ISSUE 18

### The Banjo Edition

A huge game deserves a huge review so we devoted 14 pages to the superb *Banjo-Kazooie*. There's also a review of *NBA Courtside*, a special look at everything we know about *Zelda*, a whole feature on

DMA and tips on watery puzzler, *Wetrix*. ● The Double Game Guide + tipped *Top Gear Rally* and *Shadows of the Empire*.

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# DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

## How it works

The game's name

Its publisher

A summary of our review

The best tip or cheat, and any issues that we've done guides

### SILICON MELTDOWN 64

Bung Soft

£80

N64 19 ● 100% ● JA

Imagine what would happen if every bit of important equipment you own breaks down simultaneously. Survive the situation to win.

The key is not to panic. When the only thing left working in the office is a pair of scissors (and they're blunt) try to keep a level head. Beak out that screwdriver and get fixing.



How much it costs

The issue we reviewed it in

Score

The reviewer's initials (see next door)

## N64 reviewers

JA = James Ashton	JB = Jes Bickham
JD = Jonathan Davies	TT = Tim Tucker
MH = Marcus Hawkins	ME = Max Everingham
TW = Tim Weaver	DM = Dean Mortlock
WO = Wil Overton	JP = James Price
ZN = Zy Nicholson	SJ = Steve Jarrat
JS = Jon Smith	MK = Martin Kitts
JN = Jonathan Nash	

# UK Games DIRECTORY



## Aero Fighters Assault

Konami

£55

N64 16 ● 58% ● MK

Good in spells, but flawed and disappointing at length, AFA feels realistic enough but is too dull, too often.



To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

## Aero Gauge

ASCII

£55

N64 17 ● 10% ● MK

A real stinker of a Wipeout clone with game-affecting pop-up, cheating computer opponents, and terrible controls.



If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

## Automobili Lamborghini

Titus

£50

N64 10 ● 67% ● TW

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as Top Gear Rally.



When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.

## Banjo-Kazooie

Nintendo/Rare

£50

N64 8 ● 92% ● JA

Rare's mastery of the N64's hardware is once again demonstrated in this vast, stunningly beautiful, and supremely playable Mario-alike.



When you've finished the game with all 100 jigsaw pieces, go back to Banjo's house and look at the pictures on the walls to access a cheats sub game.

## Blast Corps

Nintendo/Rare

£50

N64 5 ● 88% ● JS

Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.



Full Blast Corps guide in N64/8. ● Double Game Guide + on the cover of issue 16.

## Bomberman 64

Hudson/Nintendo

£50

N64 8 ● 50% ● ZN

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.



Have a gander at Zy's review in N64/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any.)

## Bust-a-Move 2

Acclaim

£40

N64 7 ● 80% ● JA

Don't be put off by its dodgy graphics. One of the best puzzle games in the world, and certainly the finest so far on the N64.



Cancel all engagements for the next month or so, prepare yourself a selection of snacks and barricade yourself in. This'll eat up your time like no other game.

## Chameleon Twist

Ocean

£60

N64 10 ● 70% ● JD

There're thrills and spills but it won't take you long to finish. The multiplayer game beats Bomberman – but that's not that hard.



When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.

## Clayfighter 63 1/3

Interplay

£50

N64 9 ● 24% ● JB

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.



When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

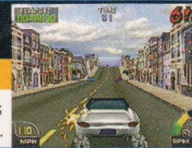
## Cruis'n USA

Nintendo

£35 too much

N64 13 ● 24% ● TW

Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.



Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.



## Dark Rift

Vic Tokai £60 N64 9 ● 69% ● JD

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.



## Diddy Kong Racing

Nintendo/Rare £50 N64 10 ● 90% ● JA

This game is huge – 40 tracks, a massive Adventure mode and three different vehicles to choose from. Not quite as good as MK though.

For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!". ● Guides in N64/11, 13 & 14 and Double Game Guide + no 1.



## Doom 64

GT £60 N64 7 ● 77% ● JA

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

At the password screen enter ?TIL BDFW BFGV JVB for a complete cheat menu. ● Other tips in the review, N64/3&7.



## Dual Heroes

Bitwave/Hudson £55 N64 7 ● 50% ● MK

Stashed full of innovative features, like the ability to train the computer to fight in your style. Sadly it's ruined by some terrible AI.

To beat the CPU in an open arena, use the Z button to run around him at the edge of the platform, confusing him into falling off the edge.



## Duke Nukem 64

GT £55 N64 10 ● 85% ● TW

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. ● Cheats in issue 15.



## Extreme G

Acclaim £60 N64 9 ● 87% ● TW

Never likely to displace Wipeout 2097 as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in N64/12.



## F1 Pole Position

Ubi Soft £60 N64 7 ● 71% ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.



## FIFA 64

Electronic Arts £60 N64 2 ● 39% ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.



## FIFA '98 The Road To The World Cup

Electronic Arts £60 N64 10 ● 83% ● TW

Banishing the memory of FIFA 64, there's plenty of promise here and a seemingly rosy future for the World Cup '98 version.

Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in N64/13 and Double Game Guide + no. 1



## Fighters Destiny

Ocean £55 N64 13 ● 86% ● JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, our Tekken.

Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in N64/14.



## Forsaken

Acclaim £60 N64 16 ● 87% ● MK

A fabulous Descent-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

To open up an alternative route, try tearing through the first level in under two minutes 30 seconds.



## GoldenEye 007

Nintendo/Rare £50 N64 9 ● 94% ● TW

Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

Check out I, Spy, the free MI6 giveaway in N64/9 and tips in N64/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.



## GT 64

Ocean £55 N64 7 ● 67% ● TW

Handles reasonably well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for. Nice initials, mind you.

Winning the championship in 24 laps-per-race mode will allow you to play the secret track.



## Hexen

Midway £60 N64 5 ● 69% ● JD

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of GoldenEye, hard to recommend.

To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

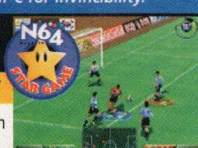


## Int. Superstar Soccer 64

Konami £60 N64 3 ● 92% ● TW

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known FIFAs dead.

For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in N64/4 & 14.



## Killer Instinct Gold

Nintendo/Rare £55 N64 3 ● 62% ● MH

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in N64/1 and in the review in N64/3.

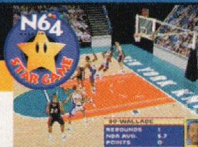


## Kobe Bryant in NBA Courtside

Nintendo £40 N64 8 ● 90% ● MK

Fluid gameplay, sharp graphics, and a very simple control system make NBA Courtside the best ever basketball game.

Hold L whilst selecting a pre-season game to activate the three, secret super teams.



## Lylat Wars

Nintendo £60 N64 8 ● 91% ● JN

Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.

Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in N64/8 and N64/9 and Double Game Guide + no. 2 (free with issue 13).





## Mace: The Dark Age

GT £60 N64 9 ● 81% ● JB

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.

- Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.



## Madden 64

Electronic Arts £55 N64 10 ● 92% ● TT

The Madden series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

- When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.



## Mario Kart 64

Nintendo £50 N64 4 ● 91% ● JD

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

- At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in N64/4 and Double Game Guide + no. 2 (with issue 13).



## Mischief Makers

Nintendo/Treasure £50 N64 8 ● 90% ● JB

It's retro but it's totally rewarding and expertly constructed. Along with Yoshi's Story, a perfect example of how to do 2D on the N64.

- Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.



## MK Mythologies

GT £Too much N64 11 ● 9% ● JD

Disturbingly bad, this could only be less enjoyable if it squirted sulphuric acid into your face. Hate it till you can hate no more.

- Creep along in that sideways spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.



## Mortal Kombat Trilogy

GT £60 N64 1 ● 34% ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

- For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in N64/1 and N64/4.



## Multi Racing Championship

Ocean/Imagineer £55 N64 8 ● 71% ● JD

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with Top Gear Rally, it's also far too easy.

- Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review N64/5.



## Mystical Ninja starring Goemon

Konami £60 N64 14 ● 90% ● TW

There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to Mario.

- Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.



## Nagano Winter Olympics

Konami £65 N64 12 ● 32% ● JD

Luge, bobsleigh, halfpipe, curling, they're all here and they're all supremely boring. Still, if you're having trouble sleeping...

- To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.



## NBA Hangtime

GT £65 N64 6 ● 52% ● JS

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

- Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See N64/3 for a complete list of names.



## NBA Pro '98

Konami £55 N64 14 ● 71% ● JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you really like basketball?

- The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

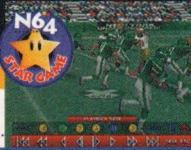


## NFL QuarterBack Club '98

Acclaim £50 N64 10 ● 86% ● TT

It's got the crucial NFL licence but doesn't quite manage to displace Madden. More for the purists, work at it and you'll reap the rewards.

- When you're on the fourth and down, try getting your, erm, you're... (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver... Oh, whatever.



## NHL Breakaway

Acclaim £60 N64 14 ● 62% ● DM

Little excitement and a dearth of originality. There's nothing here that hasn't been done better in Wayne Gretzky.

- Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.



## Pilotwings 64

Nintendo £50 N64 1 ● 89% ● TW

A supreme example of how to harness the N64's immense potential. Up, up and away.

- The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.



## Quake 64

GT £60 N64 15 ● 79% ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.

- Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.



## Rampage World Tour

GT £40 N64 16 ● 54% ● MK

This conversion of the age-old arcade classic is fun and brings back fond memories. But, ultimately, it's an expensive and limited outing.

- To achieve the highest total of points, jump up on top of the buildings and knock them down to the ground.



## San Francisco Rush

GT £60 N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

- To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.



## Shadows of the Empire

Nintendo/LucasArts £55 N64 1 ● 78% ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre Doom-style bits. It still has a great Star Wars feel though.

- To see the end sequence, enter your name as \_Credits (case sensitive). ● Challenge Point guides in N64/2 and N64/3.





## Snowboard Kids

Nintendo/Atlus £40 N64 14 ● 86% ● JA

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

- Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● There's a complete guide and a list of special moves in N64/15.



## Wayne Gretzky's 3D Hockey

GT £65 N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic, Gretzky is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

- Loads of tips in Tips Extra N64/5. ● For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.



## Super Mario 64

Nintendo £50 N64 1 ● 96% ● ZN

Everything that's made previous Mario titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

- Loads of tips in our review in N64/1. ● '20 most-asked questions', N64/1, N64/2. Guides in N64/2, N64/3, N64/4, N64/5. ● Double Game Guide + no. 4 (free with issue 15).



## Wayne Gretzky's 3D Hockey '98

GT £60 N64 16 ● 70% ● MK

A good ice hockey game but, when all's done and dusted, is it really different enough to Gretzky mark one to warrant buying? No.

- To access a cunning sub-game, where the ice hockey players scrap each other, keep fouling the same opponent.



## Tetrisphere

Nintendo £40 N64 13 ● 69% ● SJ

Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

- Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.



## WCW vs NWO: World Tour

T•HQ £55 N64 12 ● 70% ● TW

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite Tekken though.

- Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

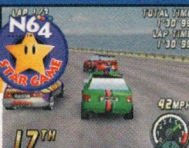


## Top Gear Rally

Nintendo/Boss £55 N64 8 ● 86% ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

- Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Game tips in the review N64/8.



## Wetrix

Ocean £40 N64 15 ● 74% ● JP

Reasonably priced take on the age-old Tetris theme, with water and mountains. It's better than Tetrisphere but, ultimately, lacks variety.

- To prepare for bombs falling, build a raised area in the right corner of the screen. When a bomb appears, drop it in this safe zone, returning to make repairs later.



## Turok: Dinosaur Hunter

Acclaim £40 N64 1 ● 91% ● TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

- At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Cheat listing Tips Extra N64/2. ● Key-finding guide in N64/2. ● Game Guide + issue 16.



## World Cup '98

EA £60 N64 16 ● 73% ● JA

FIFA as FIFA's always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

- Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.



## War Gods

GT £50 N64 4 ● 46% ● JA

Vile characters, half-hearted moves and ludicrous end results. So, all in all, a complete and utter waste of time.

- When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.



## Yoshi's Story

Nintendo £50 N64 15 ● 86% ● TW

Surprisingly, a Nintendo game that lacks both ingenuity and longevity. But it's amazing to play and beautiful to look at.

- To find the white Yoshi, work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble. Voilà!



## Wave Race 64

Nintendo £55 N64 2 ● 90% ● ZN

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as Mario Kart 64.

- To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● Double Game Guide + no. 3 (issue 14).



## don't forget!

N64 Magazine has its own little corner of the information superhighway at [www.futurenet.com/gamenetn64/](http://www.futurenet.com/gamenetn64/). You'll find the lowdown on the latest issue of N64 Magazine along with reviews, previews and even a chat page.



## Import Games

## DIRECTORY

### 1080° SNOWBOARDING



Nintendo ● 14 ● 89% ● JA ●

UK release  
Winter '98

Not an immediate hit, 1080° will take time and perseverance. Its utter brilliance, though, just has to be admired.

### 64 O-SUMO



Bottom Up ● 11 ● 90% ● ME ●

UK release  
Unlikely

Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat-fest.

### AIR BOARDER 64

Human ● 16 ● 62% ● TW ●

UK release  
August

An unusual and quirky little game, but there's no proper objectives and no real challenge. Looks great, plays boringly.

### ALL STAR BASEBALL

Acclaim ● 18 ● 84% ● MK ●

UK release  
TBA

Startlingly realistic hi-res graphics, silky smooth motion capture and more stats and options than any other game. Ever.

### ART OF FIGHTING TWIN

Culture Brain ● 12 ● 78% ● DM ●

UK release  
TBA

A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.

### AUGUSTA MASTERS '98

T&E Soft ● 14 ● 47% ● JP ●

UK release  
TBA

Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.







# Import Games

# DIRECTORY

contd.

<b>BIO FREAKS</b>	Midway ● 18 ● 76% ● JP	UK release Autumn	Graphically impressive beat-'em-up that'll delight most casual players, but is more likely to disappoint SF2 purists.
<b>BOMBERMAN HERO</b>	Hudson ● 17 ● 66% ● TW	UK release Autumn	Strangely compulsive at times, but not much of an improvement over Bomberman 64. No multiplayer mode at all.
<b>DENRYU IRAIRABOU</b>	Hudson ● 12 ● 65% ● JN	UK release Ha! No	Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.
<b>DORAEMON</b>	Epoch ● 2 ● 60% ● TW	UK release No	A slightly linear, slightly confusing and all-too-tedious Mario clone. Perhaps more suited to your younger brother or sister.
<b>DUAL HEROES</b>	Hudson ● 12 ● 28% ● DM	UK release Out now	After much hype, Hudson reel out a horrendous beat-'em-up with little or no redeeming features. A travesty of justice, indeed.
<b>FAMISTA 64</b>	Namco ● 11 ● 68% ● TW	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.
<b>G.A.S.P! FIGHTER'S NEXTREAM</b>	Konami ● 15 ● 52% ● MK	UK release TBA	It's frightening when developers like Konami can't get it right, but G.A.S.P! is another appalling attempt to emulate Tekken.
<b>THE GLORY OF ST. ANDREWS</b>	Seta ● 1 ● 58% ● TW	UK release No	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
<b>JANGOU SIM MAHJONG DO 64</b>	Video System ● 7 ● 69% ● JD	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in ker-razy Japan.
<b>J-LEAGUE DYNAMITE SOCCER</b>	Imagineer ● 8 ● 66% ● TW	UK release No	What chance has a sprite game in a world with ISS64? This is incredibly basic but persevere and you might get some joy.
<b>J-LEAGUE ELEVEN BEAT</b>	Hudson ● 10 ● 52% ● TW	UK release Nope	While Dynamite Soccer was an ugly but enjoyable fat-bloke football game, Eleven Beat is plain ugly. One word: ISS64.
<b>J-LEAGUE PERFECT STRIKER</b>	Konami ● 1 ● 89% ● TW	UK release Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
<b>JEOPARDY!</b>	Take 2 ● 16 ● 9% ● MK	UK release Pray, no	Less a game and more a vile disease, Jeopardy! is monstrously bad. So ugly that, if you look at it, you'll turn to stone.
<b>JIKKYOU WORLD CUP '98</b>	Konami ● 18 ● 91% ● TW	UK release Autumn (as ISS '98)	ISS '98 in all but name, this Japanese version boasts an official World Cup '98 licence. And it's still the best footie game around.
<b>KING OF PRO BASEBALL</b>	Imagineer ● 1 ● 68% ● TW	UK release No	The super-deformed players are entertaining for a while but the slow runners and super-skilful CPU will eventually get you down.
<b>MAH JONG 64</b>	Konami ● 1 ● 69% ● WO	UK release No	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
<b>MAH JONG MASTER</b>	Koei ● 3 ● 65% ● JD	UK release Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.
<b>MAJOR LEAGUE BASEBALL</b>	Nintendo ● 18 ● 74% ● MK	UK release No	Fast paced baseball action with players who must have fallen out of the ugly tree, hitting every branch on the way down.
<b>MK MYTHOLOGIES: SUB ZERO</b>	Midway ● 11 ● 9% ● JD	UK release Out now	Worse than Wheel of Fortune, MKM could only be less enjoyable if it intermittently squirted sulphuric acid into your face.
<b>MORTAL KOMBAT 4</b>	Midway ● 18 ● 84% ● MK	UK release September	A welcome return to form for the vintage MK series, with excellent 3D graphics and the usual bucketload of comical gore.
<b>OLYMPIC HOCKEY</b>	Midway ● 15 ● 60% ● MK	UK release Out now	Unadulterated cash-in with the Wayne Gretzky engine. Good, except Wayne Gretzky's the same but better. More next month.
<b>PACHINKO WORLD 64</b>	Hewia ● 13 ● 12% ● TW	UK release Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
<b>POWER LEAGUE 64</b>	Hudson ● 7 ● 42% ● JA	UK release No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
<b>POWER PRO BASEBALL 4</b>	Konami ● 3 ● 54% ● TW	UK release No	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as King of Pro.
<b>POWER PRO BASEBALL 5</b>	Konami ● 17 ● 78% ● MK	UK release No	Improved again with a tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.
<b>PUYO PUYO SUN 64</b>	Compile ● 10 ● 80% ● ZN	UK release Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
<b>QUEST 64</b>	T+HQ ● 18 ● 71% ● JP	UK release August	The N64's first proper RPG is enjoyable but lightweight. The battle system is good, but the rest looks rather unfinished.
<b>ROBOTRON 64</b>	Midway ● 12 ● 75% ● JN	UK release Out now	An entertaining update of the classic shooter but one that could quite easily make a home on the SNES. Good, but not great.
<b>SIM CITY 2000</b>	Imagineer ● 13 ● 83% ● JP	UK release Autumn	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version soonish.
<b>SUSUME! TAISEN PUZZLE DAMA</b>	Konami ● 15 ● 78% ● TW	UK release TBA	Another N64 Puyo Puyo game but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.
<b>TAMAGOTCHI WORLD 64</b>	Bandai ● 12 ● 79% ● JN	UK release Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
<b>TOKON ROAD</b>	Hudson ● 12 ● 49% ● DM	UK release No	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of WCW vs NWO.
<b>VIRTUAL CHESS 64</b>	Titus ● 18 ● 76% ● TW	UK release TBA	Just what your N64 has been waiting for – a top-class chess sim that means you'll never have to get beaten by Grandad again.
<b>WHEEL OF FORTUNE</b>	Gametek ● 11 ● 17% ● TW	UK release No	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
<b>WILD CHOPPERS</b>	Seta ● 11 ● 72% ● JD	UK release September '98	A good, solid chopper sim and one with an unusual but actually quite intuitive control system. Perhaps a bit easy, but good fun.
<b>WONDER PROJECT J2</b>	Enix ● 1 ● 55% ● WO	UK release Unlikely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.



## THE NUMBERS NET

Phone numbers and Internet sites for companies with a Nintendo 64 interest.

### N64 SITES

**THE Games** (01703) 653377  
**Nintendo USA** www.nintendo.com/  
**Nintendo Australia** www.nintendo.com.au/  
**Nintendo Japan** www.nintendo.co.jp/  
**Next Generation** www.next-generation.com/  
**IGN64** ign64.com/

### SOFTWARE COMPANY SITES AND NUMBERS

**Acclaim** (0171) 344 5000  
 Japan www.acclaim-jp.com/  
 US www.acclaimnation.com/  
**Argonaut** www.argonaut.com/  
**ASCII** www.ascient.com/  
**Atlus** www.atlus.com/  
**BMG** (0171) 973 0011  
 www.bmg.com/

**Boss** www.bossgame.com/  
**DMA Design** www.dma.co.uk/  
**Electronic Arts** (01753) 549442  
 www.ea.com/

**Gametek** (01753) 854444  
 www.gametek.com/  
**GT** (0171) 258 3791  
 www.gtinteractive.com/

**GTE** www.im.gte.com/  
**Hudson Soft** www.hudson.co.jp/  
**Human** www.human.co.jp/  
**Imagineer** www.imagineer.co.jp/  
**Interplay** (01628) 423666  
 www.interplay.com/  
 (01895) 585 3000

**Konami** www.konami.co.jp/  
 Japan www.konami.com  
 US www.konami.com

**Midway** www.midway.com/  
**Namco** Japan www.namco.co.jp  
 US www.namco.com/

**Ocean** (0161) 832 6633  
 odon.com/ocean  
**Paradigm** www.paradigmsim.com  
**Rare** www.rareware.com

**Seta** www.seta.co.jp/  
**THQ** (01372) 745 222  
 www.thq.com

**Titus** www.titusgames.com/  
**Ubi Soft** (0181) 941 4004  
 www.ubisoft.com/

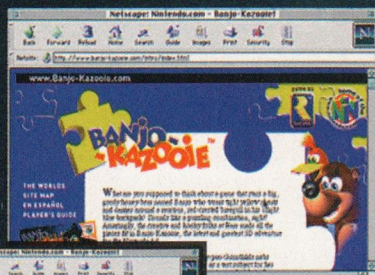
**Williams** www.williamsentertainment.com/

## Recommended web sites

The information superhighway can be a pretty frustrating place to travel if you don't know where you're heading.

### www.banjo-kazooie.com

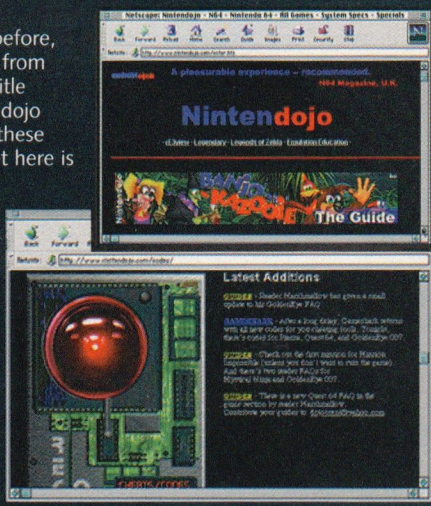
Rare's masterful 3D adventure gets its own website, courtesy of the folks at Nintendo.com, and it's suitably vast and entertaining. Just like in the game, there are secret jigsaw pieces to find, and a pop quiz about the various things you learn when reading through the reams of bear-related text. If you score highly enough and manage to find all the hidden pieces (not too difficult), there is the promise of a special secret bonus award. Very slick, very professional, but be warned – unless you've got a high-speed phone link and a hard drive the size of Jupiter, you'd be well advised to go off and make a nice cup of tea whilst you wait for BK's graphics-intensive, plug-in-crazy pages to load.



◀ The essential web page to go with this summer's essential game.

### www.nintendojo.com

We've talked about this one before, but since they've put a quote from N64 Magazine, UK, on their title page, we thought that Nintendojo deserved another mention in these hallowed pages. What you get here is a site covering just about everything in the N64 universe. There's a comprehensive cheats page, a review section which invites reader reviews and comments, a chat page, and various other N64-related ephemera. Links to various other N64 pages (of variable quality) are provided, and the site is regularly updated. Go on – check it out.



# PASS

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# N64 CON

## MAGAZINE

### PENPALS

● Penpal wanted! 14 – 15 years old loves anything Nintendo. Write to Justin at 12 Manor Court, Easton Wells, Somerset BA5 1ER. Please include photo. Bye!

● *Street Fighter* merchandise desperately wanted, especially from the Alpha series. Also contact with other *Street Fighter* mad fans. Call Thamar on 0181 998 5546 or 0958 468 431.

● Wanted: M/F penpal between the ages of 13 – 16. Must have good sense of humour. Address: 27 Convent Hill Upper Norwood, London SE19 3QX. Write to Daniel Grossett.

● Penpal aged between 9 and 12 years wanted for boy aged 11. Interested in football, N64 and humour. Contact Kieran Brimson, Tewdrig, Treilissick Rd, Hayte, Cornwall. TR27 4HY

● Will you be my penpal. I like N64s, this mag, football and would really like to meet that man Ed. I hope you do too. Write to Anthony Longmine, 1 Lincoln Walk, Heywood, Lancs.

● Hi! My name is Michele. I'm 26, own a N64 and a PlayStation and my favourite games are RPGs and platforms. Write to Michele Beaumont, 61 Pennine, Coleman Street, Southend-on-Sea, Essex SS2 5AQ.

● 11 year old would like to hear from boy or girl of similar age. Interests include football, movies, computer games, and N64. Write to Daniel Alexander, 17 Lamb Street, Upperry, Carlisle, Cumbria CA2 4NF.

● Fanatical Nintendo/Sailor Moon freak wants a penpal. I'm called James, I play guitar and love everything Japanese and anime. Call me on 01395 516133.

● Penpal wanted call Richard Wink on 01603 411056.

● 12-year-old male wants female penpal aged 12-14. Must love Nintendo and movies. Reply to Oliver Dean, 18 Sandringham Close, Muscliffe, Bournemouth, Dorset BH9 3QP.

### GAMES TO SWAP

● Will swap *Yoshi's Story* for WCW vs NWO or *Goemon*. Call Jonathan on 01434 603708 after 4pm.

● Would anyone swap *GoldenEye* for my copy of *Madden 64*? Or WCW vs NWO for my copy of *Diddy Kong Racing*, or *Wave Race 64*? Call Luke on 01258 840292.

● Anyone suffering from insomnia? I've got the cure: *Winter Olympics*. Swap for *Mystical Ninja* or *World Cup*. Guaranteed to sleep like a log. Call Kieron on 01379 688205.

● I give you *Lylat Wars*, you give me *TGR* or *Fighters Destiny*. If you want to, phone 01480 890060 and ask for Sam. Love you!

● I am willing to swap either *Shadows of the Empire* or *Killer Instinct Gold* for any good football game. Phone Anthony on 01733 261407.

● I will swap my *Diddy Kong Racing* for *Goemon*, *Yoshi's Story*, *Fighters Destiny* or *Pilotwings 64*. Call Sam on 01253 790539.

● *Mario Kart*. We want to swap this for *Snowboard Kids*. Excellent condition. Includes instruction manual, cheat book and *Mario Kart* game guide. Call Aaron or Adam on 01656 849117.

● Will swap *Lylat Wars* for either *Turok*, *Mario Kart 64*, *Wetrix* or any reasonable offer. Call Kevin on 0151 4202786.

● I'll swap *Diddy Kong Racing* for WCW vs NWO. Call Tony Veitch on 0191 431 1675.

● *NFL QuarterBack Club '98*. Will swap for *NBA Courtside*, *Mystical Ninja*, *Mario 64*, *Fighters Destiny* and some others. Call Gary on 0191 2850895.

### GAMES FOR SALE

● *Mario Kart 64* and *Top Gear Rally*. £30 each or £50 for both. In top condition with instructions. Contact Mark on 01394 448642.

● SNES game *Earthbound*, US version plus SFX convertor and players guide £20 ono. *Starfox 64* US version and rainbow convertor *Mystical Ninja* UK version £35 ono. Call Thamar on 0181 9985546 or 0958 468431.

● *Turok Dinosaur Hunter*, sell or swap for £30 – £35. Call Marc on 0161 6338663.

● For sale: *Mario 64*, *Wave Race 64*, *Diddy Kong Racing* £35 each. Tel: Gavin on 0191 3846712.

● I must be crazy! *Shadows of the Empire* or *Killer Instinct Gold* for £30? That's half the price I paid! Phone Antony on 01733 261407.

● Sell or exchange used N64 NTSC USA titles: *Turok*, *Diddy Kong*, *Yoshi's Story*, *Lylat Wars*, *Pilotwings* and others. Call 00301 8652713. Fax 00301 4220111 and ask for Dimos.

● Japanese *Bomberman 64* for only £25 and Japanese *Turok* for only £30, or both for just £50. Two games for the price of one. Call Vo on 0181 6948852.

● For sale: *Blast Corps*. It may be crap but it's better than a slap around the face! £30 ono. Contact William on 01293 863420.

● For sale: Universal adaptor. Plays all games: £15. Call 01396 828895 and ask for Gavin.

● Huge retro collection for sale. Most formats. Send SAE to Nick Marshall, 11 Oaklands Road, Groombridge, Tunbridge Wells, Kent TN3 9SB. Phone after 6pm 01892 864523.

● Selling *Mario Kart* £30 and *Lylat Wars* £30. Write to Sandy McKenzie, 27 Torbieth Gardens, Hill of Beath, Fife, Scotland KY4 8DV.

● For sale: *ISS64* £30, *FIFA '98* £35. Ring 01493 668325 or write to Oliver Cruickchank, 16 Gournay Avenue, Gorleston, Norfolk NR31 6DZ.

● *Diddy Kong Racing* only £30 or *Pilotwings* only £25. Contact Lloyd on 01246 555410.

● For sale: *Yoshi's Story* £45 ono. Also Easy 64 control pad £15. Buyer collects. Call 01959 571775 and ask for Richard.

● Anime videos for sale: Urusei Yatsura, Wings of Honneamise, Macross, Castle of Cagliostro £5 – 7 each or £20 for all. Wanted: Record of Lodoss War (7-13) Tel: 01903 783144 and ask for Peter.

● Ultimate RPG deal: FF3 & Chrono Trigger (US) for SNES £50 (both boxed and in mint condition). Will throw in FF3 soundtrack for free! Tel: 01903 783144 ask for Peter.

● *Lylat Wars* for sale. Excellent condition, boxed £30 ono or swap for *Mystical Ninja*. Phone Oliver on 01622 206384

● *Turok* for sale £30. Call David on 01282 605170 or email Juecooper.msn.com.

● *Fighters Destiny* for sale. Excellent condition. Boxed as new. Decent



# TACT

Small ads for all things Nintendo. And they're absolutely free! Marvellous.

price guaranteed. Interested? Tel: 01726 66730 and ask for Richard.

● *Extreme G* for sale or will swap for *GoldenEye*. Call John on 01542 833306.

## HELP WANTED

● Help me! I want to know how to get a score above 4500 on *Snowboard Kids*' trick game. Call Colin on 01505 862334 after 4pm.

● Is there a much easier way to get cheats out for *GoldenEye*? Also some good tips. Write to Eamonn Henry, 6

Marston Road, Weoley Castle, Birmingham B29 5ND.

● Desperately wanted! **N64** Magazine issue number 14 with Double Game Guide + if possible. Also wanted is DGG+ number 2 (*GoldenEye* and *Diddy Kong Racing*) please help. Call Chris on 0181 3301325.

● Sets for sale! Yes, Anime video collections: The Hakkenden and 3 x 3 Eyes complete and hardly used: £55 for each set of 5 videos. Buyer must collect. Call Laurence on 0161 4853133.

## GAMES WANTED

● Can you help? Desperate young man seeks *Chessmaster* game for Game Boy. If you can help ring David on 01482 781517. Cash is waiting.

● Virtual boy *Wario Land* wanted! Will pay up to £45 – £50 (must deliver direct). Call Luke on 01508 531598.

● Wanted! *Fighters Destiny* to buy or swap for *Diddy Kong Racing* or *Lylat Wars*. Call David on 01475 724073.

● Wanted! *Chrono Trigger* or *FFIII* complete, good condition. Will pay or trade PAL *Street Fighter*, *Alpha 2* (SNES). Email Andrew at overlorduk@aol.com

● Wanted! **N64** Magazine issue 1. In good condition with video. Call Justin on 01749 870677 after 5pm.

## FANZINES

● RPG collectors items: Issues 1-8 of Role Call £20. Issues 1-47 + Gold + T-shirt of SP all in binders with extras £200. Neko! Tel: 01903 783144 and ask for Peter.

N



## READER ADVERTISEMENT FORM

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### THE RULES

Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

I have read and understood the conditions for the inclusion of this free reader ad

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Nintendo have forgotten more about making great games than any other developer will ever know. Retroworld selects 50 of the best, past and present.



# THE GREAT NINTENDO CAR BOOT SALE

by Jason Moore and Martin Kitts

**E**ver since Nintendo began selling electronic games in 1970, they have maintained a reputation for innovation unmatched by any of their hundreds of competitors and imitators. No matter how shamelessly their rivals have ripped off Nintendo's ideas and inventions, Hiroshi Yamauchi has always ensured that his company remains head and shoulders above the competition, employing the most talented and visionary designers, and making some of the most eye-catching products around.

Consequently, Nintendo's old games and machines are amongst the most collectable of all retro gaming items, and nobody, not even Nintendo themselves, knows exactly how many NES, Game Boy, and SNES carts, and Game &

Watch machines there are out there. Legend tells of a mysterious *Tetris* Game & Watch that nobody has ever seen, and the NES has so many hacked 'enhanced' games that it's impossible to acquire a definitive list of them all. For the retro games enthusiast, this is the stuff of dreams.

But you'd be forgiven for thinking 'why bother?' After all, when you can play *Mario 64*, *GoldenEye*, *Banjo-Kazooie* and the like, who in their right mind would want to spend months trying to track down a *Donkey Kong* Game & Watch, an obscure 8-bit NES cart, or a decrepit arcade board that has been gathering dust in someone's garage for the last 15 years?

Well retro games aren't always so out of date that they're unplayable. Nintendo themselves rarely ever released a sub-standard game, and

many of their NES titles have aged extremely well. SNES games still look remarkably good, even in today's hi-res 3D world, and some of the Game & Watches are marvels of simple playability. Back in the days when it was far more difficult to impress people with flashy graphics, gameplay was king, and the amount of thought and effort put into squeezing a huge game into a cart a fraction the size of the average N64 title, really shines through.

Of course, one day even the very latest N64 games will be retro. With that in mind, Retroworld has rounded up 50 of the best, oddest, and most collectable Nintendo games of the past 20-odd years, including some of the N64 titles we think you'll still be playing when you're as old and grey as Wil.



## how they rate

Collectability is a hard beast to rate: Even something like the Mona Lisa is worth less if nobody is willing to pay for her. Therefore, we've broken each game's desirability down into three scores, along with what we think would be a fair price should you stumble across it at your local school fete. In pristine condition with box and instructions, of course. Happy hunting.



Innovation



Fun factor



Collectability



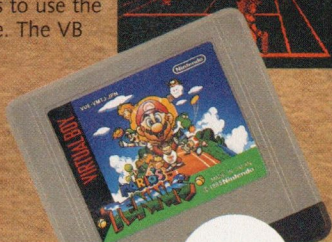
## MARIO TENNIS

[ NES / Game Boy / Virtual Boy ]

£20



A very playable tennis game used to launch both the Game Boy and the headache-inducing Virtual Boy. One of the first GB titles to use the link-up cable. The VB version was link-up compatible too, but the cable was never released.



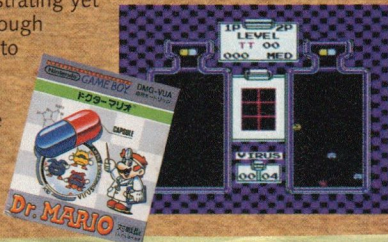
## DR. MARIO

[ NES / Game Boy ]

£10



This playable Tetris variant involves matching up little rounded pills instead of angular shapes. It's highly frustrating yet retains enough challenge to keep you coming back, time and time again.



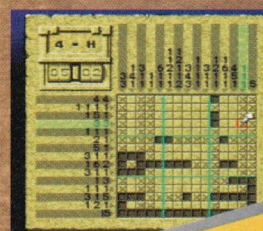
## PICROSS

[ Game Boy / SNES ]

£10



A completely new type of puzzle game, involving cracking codes and drawing pictures. Frustrating, addictive, and enjoyable, but it never really caught the public's imagination in quite the same way that Tetris did.



## DUCK HUNT

[ NES & Zapper ]

£5



The first title to use the NES's bundled Zapper light gun was a highly addictive rural sports simulator, where the object of the game was to unload both barrels of a 12-bore into some cute little winged digital beasts. Country life at its finest.



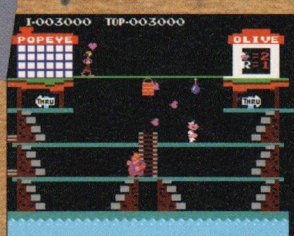
## POPEYE

[ NES ]

£5



Nintendo's first ever licensed NES title added extra levels to their simple G&W game. Some rather nifty graphics captured the spirit of the original cartoons, and the attraction of the Popeye name was enough to draw in the punters.



Popeye name was enough to draw in the punters.

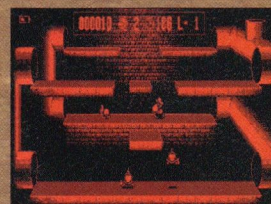
## MARIO CLASH

[ Virtual Boy ]

£20



The best Mario title on the Virtual Boy has you running round in a 3D puzzle platformer, more similar in concept to the original Mario Bros game than its Super sequels. Simple to play, and devilishly cunning.



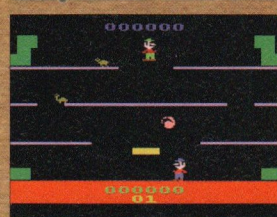
## MARIO BROS.

[ Atari 2600 VCS ]

£3



Mario's first outing on a home format was little more than an expanded Game & Watch title. Nevertheless, it remained entertaining in comparison to similar titles on the machine. Several Nintendo characters have actually appeared on other manufacturers' machines; Donkey Kong and Link have both appeared in games on other formats but it's not something Nintendo tend to allow these days.



## KIRBY'S ADVENTURE

[ NES ]

£4



The only real competition to Mario's platform crown on the NES, this was adapted into Kirby's Dream World on the Game Boy, which is also highly enjoyable. Kirby is another example of Nintendo's enduring genius with characterisation. Mysteriously, he has yet to make his long-awaited 64-bit debut.



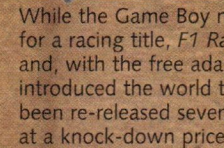
## F1 RACE

[ Game Boy ]

£3



While the Game Boy may not be the ideal machine for a racing title, F1 Race does the job admirably and, with the free adaptor supplied with the game, introduced the world to four-player pocket fun. It's been re-released several times, and is now available at a knock-down price.



## MARIO'S CEMENT FACTORY

[ Colour Table Top Game & Watch ]

£13



An expanded version of the original double screen G&W, this full colour table top was one of the biggest crowd-pullers at any end-of-term game day circa 1984, and is one of the best G&W machines ever released.



## BALL

[ Game & Watch ]

£15



The first ever instalment in the hugely popular Game & Watch series, the ultimate playground status symbols of the early 80s. Released in 1981, the so-called "Silver" range only stretched as far as five titles, and this simple juggling game is about the best of the bunch.

## GOLF

[ Game Boy ]

£4



Golf was one of the first GB titles released, yet still one of the most prized. Squeezed into a tiny 1 meg cartridge are two courses, 14 different clubs, a two-player link-up mode, and Mario himself. Always a popular choice amongst Japanese commuters.





## DONKEY KONG 3

[ Micro VS Game & Watch ]

£60

The best in the Micro VS series, which also included *Donkey Kong Hockey* (64-bit update please) sees our hero in his first two-player contest. The game perhaps played second fiddle to the machine itself, but oooh, what a machine – wide screen, smooth contours, and two dinky little control pads.

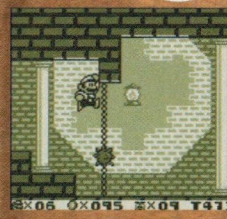
## SUPER MARIO LAND SERIES

[ Game Boy ]

£20



Borrowing heavily from Nintendo's NES Mario games, the GB series proved you could have handheld gameplay that was every bit as



fast and complex as you'd get at home. The scrolling display did tend to blur a little on the original classic GBs, but the much-improved screen of the Pocket version has since rectified that minor problem.

## METROID SERIES

[ NES / Game Boy / SNES ]

£20

Proving Nintendo were capable of a more "rough and ready" platformer, *Metroid*, and its SNES successor *Super Metroid*, stand head and shoulders above their peers.



## YOSHI'S STORY

[ Nintendo 64 ]

£30

*Yoshi's Story* disappointed hordes of SNES fans who had expected a far more profound update of *Yoshi's Island*, but it's still one of the most enjoyable games Nintendo have ever produced – once you've heard Yoshi singing on the title screen, you'd have to have a heart of stone not to fall in love with him.



## ICE CLIMBER

[ NES ]

£6



This obscure 1984 NES title plays a quirky blend of platformer and puzzle game, starring a cute little eskimo who must make it to the top of a tall slippery ice mountain, bashing

through platforms with a mallet – a tricky task, which can be attempted with one or two players. It was the president of Finland's all-time favourite game (don't let anyone tell you retro gaming isn't educational).

## BATTLETOADS

[ NES / SNES ]

£5



Rare's mixture of platformer and sub games makes *Battletoads* one of the most compelling games in Nintendo's catalogue. The NES version set new standards for graphics

on the system, and established Rare as one of the brightest jewels in Nintendo's glittering crown.

## KILLER INSTINCT

[ SNES ]

£20



In 1994, *Killer Instinct* was the biggest, brashest, best looking beat-'em-up in the arcades. The rumour mill suggested that the game was actually based on Nintendo's forthcoming Ultra 64

hardware, and at the time nobody believed that a home system could reproduce such astonishing graphics. When the SNES version arrived a year later, it was virtually arcade perfect. A glorious moment for the little 16-bitter.

## WARIO BLAST

[ Game Boy ]

£13

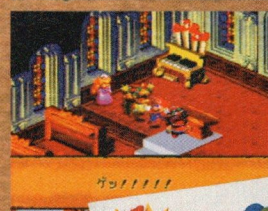


All the ingredients of Hudson's formidable *Bomberman*, with loads more levels and improved graphics. Although this title helped establish Wario as a major Nintendo character, you can also choose to play as Bomberman. The four-player link-up mode is one of the GB's definite highlights.

## SUPER MARIO RPG

[ SNES ]

£35



Aided and abetted by Square Soft, Mario gets involved in a complicated plot decorated by some of

the most beautiful graphics to appear on the machine. Mario's first appearance in 3D!

## DONKEY KONG JNR

[ Colour Table Top Game & Watch ]

£35



The best home example of Nintendo's sequel to the classic *Donkey Kong* coin-op. A classic slice of handheld gameplay, with a flip-up lid and a superbly detailed colour display. It even features interactive music that changes according to what is happening on the bright and busy screen.



## STUNT RACE FX (WILDTRAX)

[ SNES ]

£20



It may have been the magical FX Chip logo on the outside of the box which attracted the casual gamer, but underneath all the flashy graphics and slick

presentation was a cute polygon-packed racer that proved to be one of the best that would ever appear on the SNES. The N64 update seems to have been, sadly, canned.



## LEGEND OF ZELDA

[ Game & Watch ]

£25



The most innovative G&W in the range, with multiple levels and magical weapons. It's the collectable items which separate this 1989 dual-screener from earlier, more primitive titles.





## MARIO KART 64

[ Nintendo 64 ]

£30



Whilst it wasn't the title some had hoped for, MK64 remains one of the most enjoyable multiplayer experiences of all time. The joystick-wagging turbo feature is absolutely fantastic, providing a

real sensation of G-force as you drag your kart round the sweeping corners.

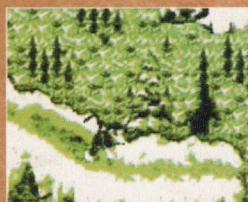
## DONKEY KONG LAND

[ Game Boy ]

£10



Rare somehow managed to squeeze most of the fantastic graphics and gameplay from the SNES games into the GB's monochrome screen. It didn't cause the media and sales frenzy of its big brothers, but it's almost certainly still a regular fixture in the back of GBs around the world.



## RC PRO AM

[ NES ]

£8



Similar in concept to Atari's *Super Sprint* arcade machine, but with far more combative racing and outstanding pseudo-3D graphics. A real thriller to play, and the best 8-bit racer there ever was.

## DONKEY KONG G&W

[ Game & Watch ]

£20

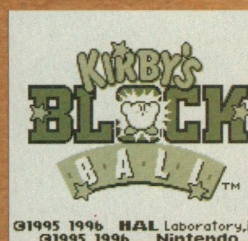


The playground popularity of this trendy orange double screen G&W was responsible for more exam failures than striking teachers. Similar gameplay to Kong's original arcade outing.

## KIRBY'S BLOCKBALL

[ Game Boy ]

£10

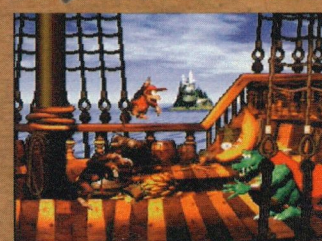


Nintendo have proved time and time again that re-inventing old formulas does work, if you know what you're doing. This insanely addictive *Breakout* variant broke a long Game Boy gameplay drought.

## DONKEY KONG COUNTRY

[ SNES ]

£20



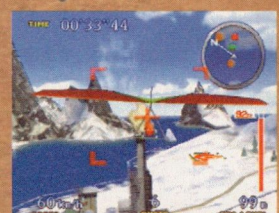
The contest for best graphic artists on the SNES was a one horse race, with only Rare's own *Killer Instinct* coming anywhere close to matching the

beauty of Kong's first, 16-bit outing. Pre-rendered SGI graphics in a 16-bit game, and still with half a tonne of gameplay. Great monkey sounds too.

## PILOTWINGS 64

[ Nintendo 64 ]

£25



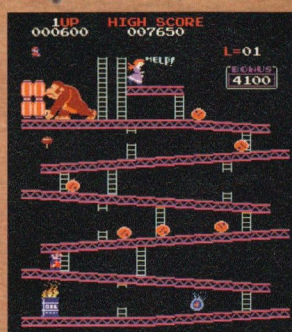
An unparalleled sense of flight and freedom, and an awesome showcase for Nintendo's new hardware. Not so much about completing the game objectives as about seeing as much as your eyes can take

in, and experiencing the sheer pleasure of drifting lazily over the spectacularly realised vistas. More a relaxation technique than a game

## DONKEY KONG

[ Arcade ]

£50



Shigeru's arcade machine invented the platform game and catapulted Nintendo to international stardom and world domination. It also heralded a deluge of imitators, though none comparable to the original.

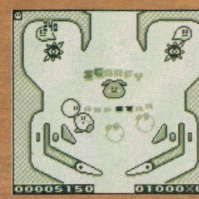
## KIRBY'S PINBALL

[ Game Boy ]

£8



The prequel to Kirby's *Blockout* is, quite simply, too addictive. Such a simple concept, designed to pure perfection – the sole objective is to rack up more and more points, and it's an utterly compulsive challenge.



## STARFOX (STARWING)

[ SNES ]

£17



Despite the SNES's fast hardware sprite-handling, its processor was a puny thing. This meant that filled 3D vector graphics were absolutely out of the question until Argonaut developed the Super FX chip. Included in a standard cartridge, it gave a shot of adrenaline to the sleepy CPU, allowing it to create the most impressive shoot-'em-up there had ever been.



## SUPER PUNCH OUT

[ SNES ]

£15



Developed from the earlier NES title, *Punch Out* is the definitive boxing game on any machine. With huge cartoon characters, and differing strategies required to beat each computer opponent, it beats the pants off every feeble imitator.

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## F-ZERO

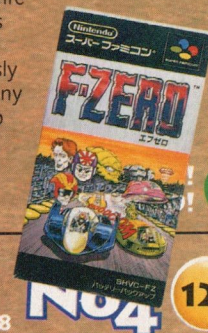
[ SNES ]

£15



Another golden feather in Nintendo's cap, this title single-handedly defined the futuristic racing genre which has been shamelessly ripped off by many a reputable company ever since. But few have come close to matching the subtlety of the controls and the tension of *F-Zero*'s action. A real gamer's game.

Another golden feather in Nintendo's cap, this title single-handedly defined the futuristic racing genre which has been shamelessly



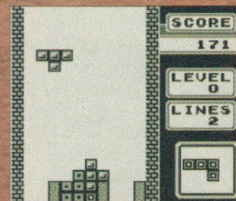


## TETRIS

[ Game Boy ]



£13



Yes, it is available on countless other formats, and it wasn't developed by Nintendo, but the Game Boy version is by far the best one around, and has played a bigger part in the phenomenal success of the 10-year-

old handheld than any other game. Game Boy and Tetris, Tetris and Game Boy – it's impossible to imagine one without the other.

## BLAST CORPS

[ Nintendo 64 ]



£34

Blast Corps resembles no single game from the past. Perhaps clearing a path for the carrier is a bit like Highway Encounter, and demolishing the buildings is a bit like Rampage... No, that's stretching it a bit. A highly original concept, and an instantly playable game.



## YOSHI'S ISLAND

[ SNES ]



£22



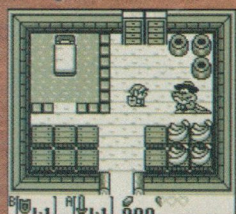
Nintendo honed their earlier platformers into what most would regard as the ultimate example of the genre. A wonderful swan song for 16-bit gaming, and the last truly great SNES game.

## LEGEND OF ZELDA

[ NES / Game Boy / SNES ]



£13



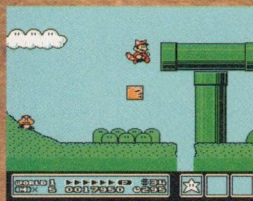
Nintendo's seminal arcade RPG has so far been through four different incarnations, on three different machines. The best of these is arguably the amazing Game Boy version, but the colourful SNES game isn't far behind. Hands up all those who think the N64 version will surpass them all.

## SUPER MARIO BROS. SERIES

[ NES ]



£10



Mario Bros was the first example of the type of game we know of today as the platformer. Its two sequels honed the gameplay and improved the concept, with SMB3. In its day

the biggest-grossing video game of all time, standing out as the NES's finest moment.



## PILOTWINGS

[ SNES ]



£15

A unique title which, for some indefinable reason, drips with playability. Unlike the N64 version, the SNES title concentrates more on fun and objectives rather than pure simulation, creating a more accessible arcade experience.



## STARFOX 64 (LYLAT WARS)

[ Nintendo 64 ]

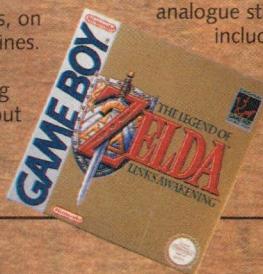


£49



Restoring the shoot-'em-up's position in the league of game types, Starfox 64 adds the freedom its predecessor lacked, with visual

effects to make anyone stand up and take notice. It also introduced us to the rumble pak, an accessory which, like the D-pad, shoulder buttons, and the analogue stick, will probably be included in every new console controller of the future.

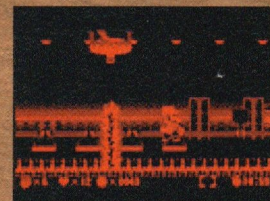


## WARIO LAND

[ Virtual Boy ]



£30



The game the Virtual Boy was designed for. All the usual fun of a classic Nintendo platformer with an added dimension, allowing you to move to other layers in the scenery. Fantastic, and well worth hunting down

a VB for – if you don't mind ignoring the disturbing warning that Virtual Boy may cause permanent eye damage in young children. Brrr.

## WAVE RACE

[ Nintendo 64 ]



£28

Another typically original take on an old genre, with an astonishing water effect that still puts its arcade equivalents to shame. The graphics will, of course, eventually be surpassed, but it will take something extraordinary to better Wave Race's finely tuned racing gameplay.



## DIDDY KONG RACING

[ Nintendo 64 ]



£49

Arguably, Nintendo got beaten at their own game when Rare decided to take all the elements that made Mario Kart so good, and bring them up to date. A huge, and very popular racer, and an obvious attempt to introduce some endearing new characters. Banjo has already found a home of his own – will Tiptop, Pipsy, Timber and the rest follow him?



## SUPER MARIO WORLD

[ SNES ]

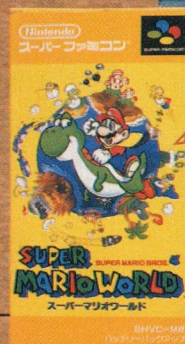


£17



The game that launched the SNES took all the ingredients that defined the Mario Bros series and then threw in tonnes more. No SNES collection is complete without a copy of Mario World

with the coveted star by the first save slot, indicating that the epic feat of discovering all 96 exits has been accomplished. No game lover could ever leave this one unfinished.





## GOLDENEYE 007

[ Nintendo 64 ]

£50



What else is there to say about *GoldenEye*? The greatest first-person adventure ever created. Packed full of violence, and so huge it takes months to explore properly. A welcome start to a new

era of videogame realism, and a game that'll be fondly remembered in retro gaming circles in 10 years time – there'll probably be more hacked variations of this game being circulated than anything else.

## MARIO KART

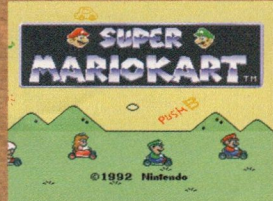
[ SNES ]

£20



This first cutesy racer is an ageless gaming classic. When released this was the greatest racer of all time and, to many, it still is.

Everything about it was just so perfect – the way a skilled player could clip the blocks off the trackside walls to shave those vital hundredths off a lap record, the way a less skilled player could still win by using thunderbolts and stars, the system of picking up coins to increase speed... Ahh... As near to faultless as there's ever been.



## SUPER MARIO 64

[ Nintendo 64 ]

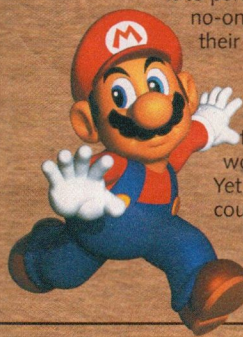
£40



Nintendo have done much for the gaming world. Some would say they invented the platformer with *Donkey Kong*, subsequently reinvented it with *Mario Bros* and then honed

it to perfection with *Yoshi's Island*, but no-one could have expected the leap their next instalment would take.

*Mario 64* not only invented a whole new genre, but created a game so huge, with so many things to achieve and see, that it would leave gamers gasping for air. Yet, despite being a construction of countless new ideas, it retains all the Nintendo gameplay we've come to expect. A monumental achievement.

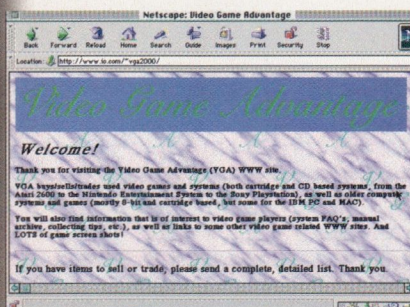


# Want to find out more?

If this little retro taster has whetted your appetite, and you want to find out more about some of the classics of the past, the best source of information is the Internet. There are hundreds and hundreds of websites dedicated to the delights of retro gaming, some featuring reviews, interviews, fan clubs, and swap shops, others featuring downloadable emulators enabling you to play some long-forgotten games on your home computer.

Of course, downloading copyrighted games (ie, the entire Nintendo back catalogue) is strictly illegal, and most sites which include ripped-off carts tend to get closed down rather quickly. With older machines, such as the 8-bit computers, the authors of the software are only too happy to see it being freely distributed and kept alive by enthusiasts. Obviously the best thing to have is an original machine, as emulators can be very fiddly to get working, but you'd be lucky to find many Spectrum and C64 tapes in good working order.

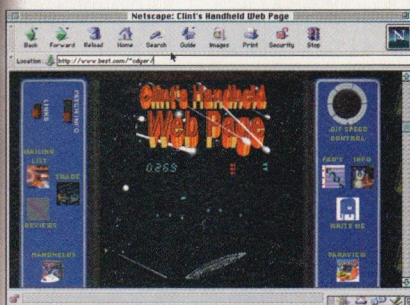
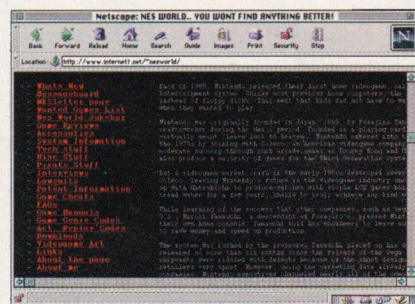
Anyway, here are a few suggestions to get your retro games collection started:



### Video Game Advantage

at [www.io.com/~vga2000](http://www.io.com/~vga2000), is an outstanding site, with reviews, pictures, and an area where you can trade old carts and machines. It covers pretty much every old console and computer, and is particularly good for Nintendo nostalgia.

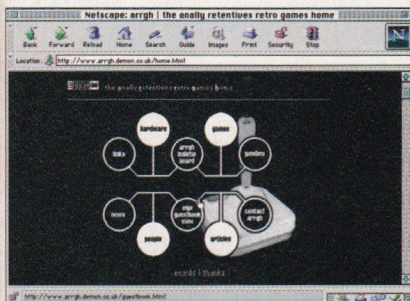
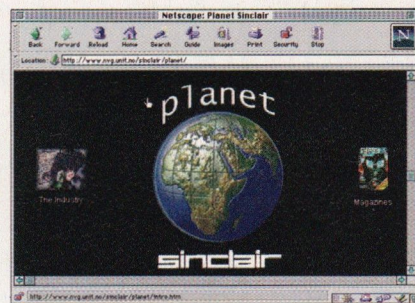
**NES World** at [www.internet1.net/~nesworld](http://www.internet1.net/~nesworld), is just about the best NES site around, and includes an excellent gallery of obscure game art.



### Clint's Handheld Web Page

at [www.best.com/~cdyer](http://www.best.com/~cdyer), has a comprehensive list of Game & Watches, as well as handhelds by scores of other manufacturers, and is part of a web ring linked to plenty of other retro games sites.

**Planet Sinclair**, at [www.nvg.unit.no/sinclair/planet](http://www.nvg.unit.no/sinclair/planet), is the place to go to find out about the finest 8-bit games, including Ultimate's (Rare's) golden oldies.



### The Anally Retentive's Retro Games Home

at [www.aargh.demon.co.uk](http://www.aargh.demon.co.uk), has emulators for some machines you'd probably forgotten ever existed.

Using a search engine to track down a particular game can also bring rewarding results, as can posting a message on one of the many retro bulletin boards out there. Use a little bit of initiative, and soon that elusive crystal screen *Mario Game & Watch* could finally be yours. Best of luck.





Coming  
soon in...

**N64**  
MAGAZINE

# WIPEOUT

Psygnosis are the latest developers to join the N64 team and they've got lots of other N64 games besides the brilliant *Wipeout 64*. We travel to their Liverpool base, rifle through their files and run away with a briefcase of secrets before they get a chance to call security.

**Reviewed!**

**BUCK  
BUMBLE**



**ISS '98**



**POCKET  
MONSTERS  
STADIUM**



**MORTAL  
KOMBAT 4**



**GEX**



**and loads more**

**N64**  
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ISSUE

# 20

All you need  
**132**  
PAGES  
for your N64!

## Tipped!

**WWF Warzone**

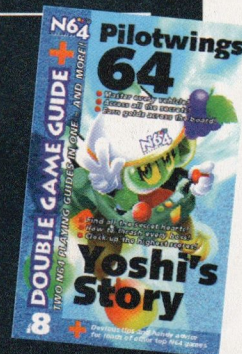
learn to slap like a good 'un  
with our ultimate guide to  
the best wrestling game in  
the World

# 64

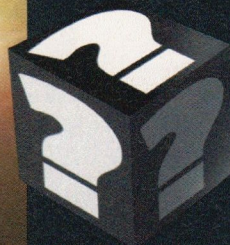
**EXCLUSIVE!**

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- Skill Club 64
- I'm the Best
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# N64 MAGAZINE

**OFFICIAL!**

PLANET  
**64**



NEXT MONTH



# The N64 Quiz

NEW!

index to  
**N64**  
MAGAZINE  
issue 19

Money is up for grabs and questions are ready to answer. MmmBop...

WIN!!  
£50!!

**W**ell, we've almost reached the end of another issue's dusty road. Tumbleweed is blowing across our desks, the slight whistle of wind is, er, whistling in our ears, and the signs for N64/20 are pointing Eastwards, with another four weeks of travelling ahead.

But, just before we settle down for the night, pull our blankets up over our heads, blow out the candles and lock our doors very tightly – in case Martin's doing his

'night rounds' – how about a spot of brain-tickling? See this? (No – Ed) Oh. Well, we're holding up £50. In notes. And that's what's up for grabs. £50 cash if you can answer all the questions below AND your name is the first to be plucked out of Wil's all-encompassing hair.

Think you know the magazine back to front? Reckon you've scoured every page of this fine organ and taken note of every snippet of information? Well, you're about to find out...

**Q1.** How many games, featured this issue, are being published by Kemco?

**Q2.** Whose father races a vehicle in F-Zero X?



**Q3.** Name one of the two 'mystery' games from Rare?

**Q4.** What game, this month, did we say was "like watching a film"?



**Q5.** How many weapons did N64 get to playtest in our Turok 2 Special Investigation?

**Q6.** In The Great Nintendo Car Boot Sale, how many games featured Mario?

**Q7.** Which game features a character called Clutter?



**Q8.** What does O.D.T. stand for?

**Q9.** How many PAL games has N64 reviewed since its first issue?

**Q10.** What's the name of the criminal mastermind in Koei's WinBack?

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## The N64 Quiz

My answers are as follows:

- |                  |                        |
|------------------|------------------------|
| 1. 4             | 6. 16                  |
| 2. FOX           | 7. MISSION: IMPOSSIBLE |
| 3. BANJO-TOOIE   | 8. OR DIE TRYING       |
| 4. HYBRID HEAVEN | 9. 63                  |
| 5. 16            | 10. _____              |

Good, no? Oh, and you'll probably be wanting this too...

Name \_\_\_\_\_ Address \_\_\_\_\_

Postcode \_\_\_\_\_

**How To Enter**

'Do' the quiz, get a pen and scribble this address onto the envelope:

Good Golly Quiz Folly  
N64 Magazine, 30 Monmouth Street,  
Bath BA1 2BW

**Rules**

1. The closing date for entries is September 15th 1998.
2. Employees of Future Publishing may not enter.
3. The Editor will pick the winning entry out of Wil's hair on the closing date. As always, his decision is final and his mouth full of vegetarian pizza.
4. The £50 has kindly been donated by Andrea. She doesn't know that yet.

**This issue on sale  
11th August.  
Next issue on  
sale 8th  
September.**



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**N64**

**19** SEPTEMBER 1998

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DEZAEON

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INVESTIGATION  
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CAR BOOT SALE  
SKILL CLUB 64  
I'M THE BEST  
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of great new  
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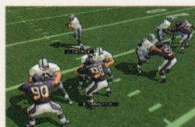
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**N64**  
MAGAZINE

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Nintendo 64 advice

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